1968 MODEL BUYER'S GUIDE

THE BEST IN MODEL HOBBY KITS, SHIPS, PLANES, CARS, SPACE, MILITARY, EXTRA FEATURES ON BUILDING, PAINTING, DETAILING

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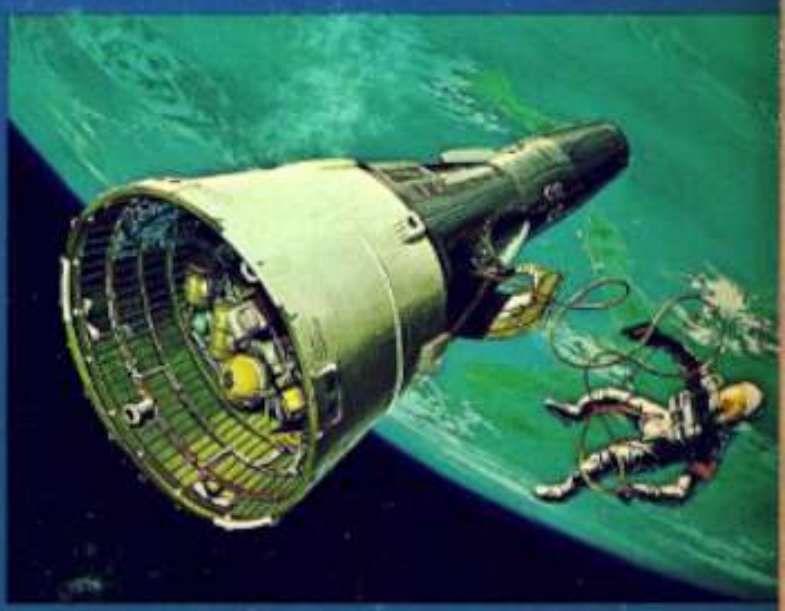

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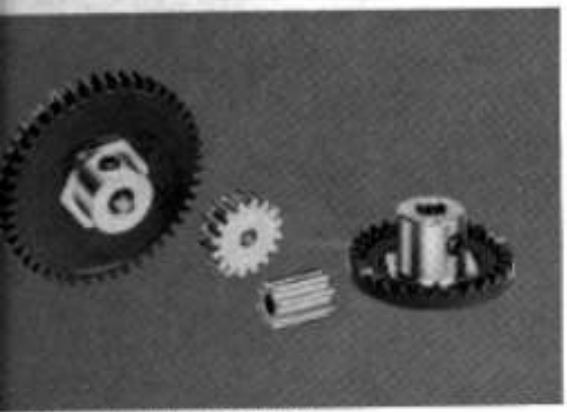
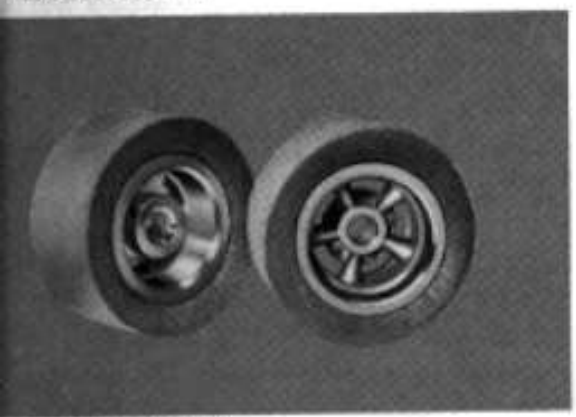


GEARS—CROWN AND PINION

COXALLOY GUIDES



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GEARS—CROWN AND PINION

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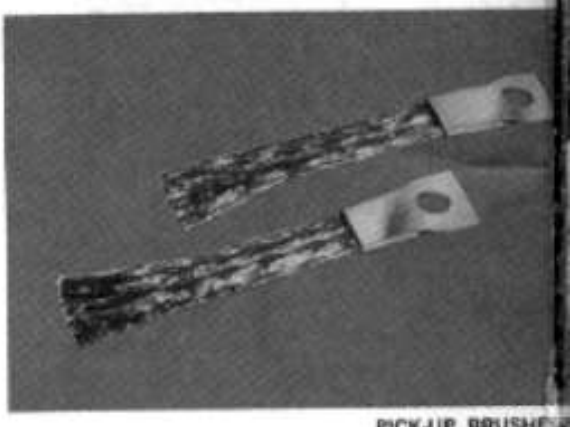
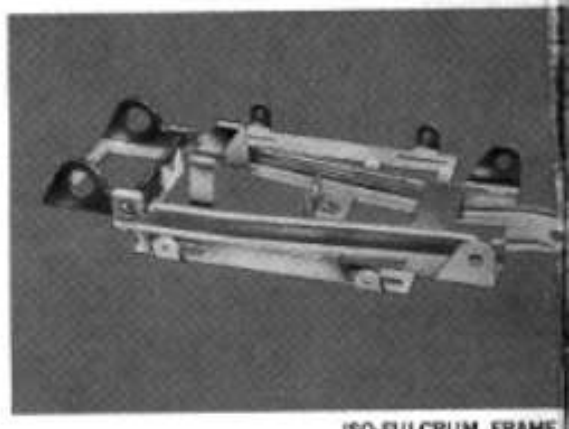
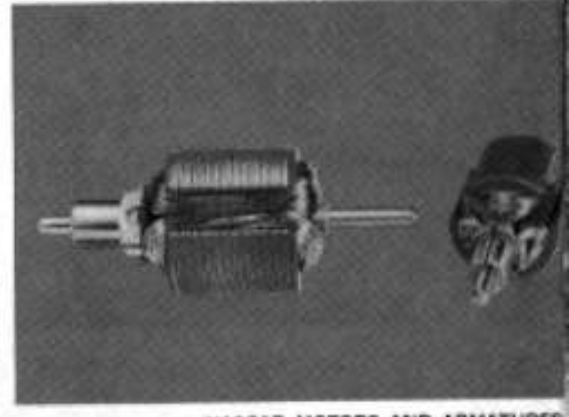


PICK-UP BRUSHES



ISO-FULCRUM FRAME



NASCAR MOTORS AND ARMATURES

L. M. COX MANUFACTURING CO., INC., COX CENTER, SANTA ANA, CALIFORNIA 92702

1968 MODEL BUYER'S GUIDE

THE BEST IN PLASTIC MODEL HOBBY KITS... PLANES, SHIPS, CARS, SPACE AND MILITARY VEHICLES

EDITOR/**BILL NEUMANN**

ART DIRECTOR/**BILL HUGHES**

DELTA MAGAZINES INC.

PUBLISHER/**STEPHEN D. URETTE**

EDITORIAL DIRECTOR/**RAYMOND E. HOY**

ADVERTISING DIRECTOR/**MARVIN PATCHEN**
131 SOUTH BARRINGTON PLACE
WEST LOS ANGELES, CALIF. 90049
PHONE: 213/332-0186

MIDWEST & EASTERN EXECUTIVE DIRECTOR/
CLINTON R. CLARK
211 WEST FORT
DETROIT, MICH. 48226
PHONE: 313/963-5555

ADVERTISING MANAGER/**GEORGE ELLIOTT**

PRODUCTION MANAGER/**ANKO JANSEN**

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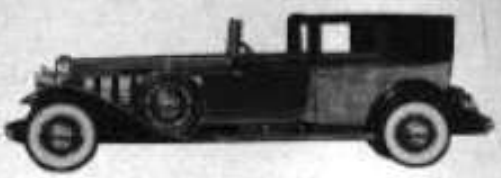
ON THE COVER — Miniature plastic models come to life with all the exactness and realism of their full size counterpart. This is what makes model building so exciting, challenging, and rewarding. Ektachrome transparencies courtesy of L. M. Cox and Revell.

EDITOR'S NOTE: In the various sections of this book, you will note that there is some duplication of model prototypes. These duplications exist between various manufacturers and in the same manufacturer's line. This is to point out that there are major differences in the kits as to operating features, detail, price and scale. In purchasing a kit, these items should be taken into consideration in relation to your model collection, building skill and price range.

BY JO-HAN



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introduction

Model Building is the only hobby in which manufacturers cater precisely to the whims of YOU, the hobbyist. This is what makes model building continually exciting. Whenever the demand arises for a certain model or a special scale, it soon becomes a reality. Beautiful new kits are being tailored to your desires every day with detail so great as to astound even the professional builder. MODEL BUYERS GUIDE has researched the entire industry for the best in plastic model kits to graphically illustrate this wonderful world of modeling: planes, ships, space, cars and military vehicles.

You may remember, years ago, we used to call nonoperating models, "solid models." Today, builders call them "static," "shelf" or "display" models. This change in terminology came about shortly after World War II, when manufacturers converted from solid hardwood or balsa kits to injection molded plastic kits. Those who witnessed the change, continue to be amazed at the infinite detail, perfection, realism and builder acceptance. At first, the skilled modelmaker thought plastic kits were too easy to assemble and left no challenge to his ability. However, the introduction of these kits did enable many individuals (young and old) who had never built a model before, to build an acceptable model with greater ease. On the other hand, a plastic kit, no matter how simple, does not eliminate the need for modelmaking skill.

Everyone's ability increases as he progresses, and there is marked improvement in the second kit over the first, and so on. Assembling a plastic kit is not difficult, and many enthusiasts will tell you that it is far too simple because the manufacturer builds in opening doors and cockpit canopy, working suspension and landing gear, rivet and rigging detail. There are even kits with transparent bodies to show off mechanical and intricate machinery detail. But the difference in a truly beautiful model is the time and skill devoted to assembly, finish and super-detailing. The latter is where the experienced modelmaker excels, because even the smallest nameplate, gauge, wiring and trim must be exactly like the real counterpart.

There probably is no model-building hobby in which fewer tools are absolutely necessary. The novice can assemble a good model with only the aid of an X-acto knife and a pair of long-nosed tweezers. As he gains experience he will want to add a jewelers saw, razor saw, modelers files, fine pointed brushes and many other tools to help make his work better and easier. But in addition to these tools, there are a number of inexpensive items which a builder will adopt for himself: ordinary pins, rubber bands, spring clothespins, toothpicks, masking tape and cotton tipped swabs.

Included with every kit are complete instruction sheets lavished with exploded drawings, photographs and written step-by-step directions. To these, a modeler may want to add his own photographs from a book or magazine to complete the model according to a favorite prototype. It is at this point that there is no practical limit to the extent of super-detailing, be it a plane, ship, car, space or military vehicle. The modelbuilder is only limited by his skill and imagination. ■

DEDICATION

IT IS WITH SINCERE GRATITUDE MODEL BUYER'S GUIDE
WISHES TO THANK THE FOLLOWING PEOPLE
FOR THEIR INVALUABLE ASSISTANCE IN ASSEMBLING
THE MULTITUDE OF PHOTOS AND INFORMATION
WHICH MAKES UP THE MAJOR PORTION OF THIS BOOK.

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MITCHEL CADISH, Testor's
ED DEITZ, Industro Motive
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DAVE LOWE, Jo-Han
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Model No. 201
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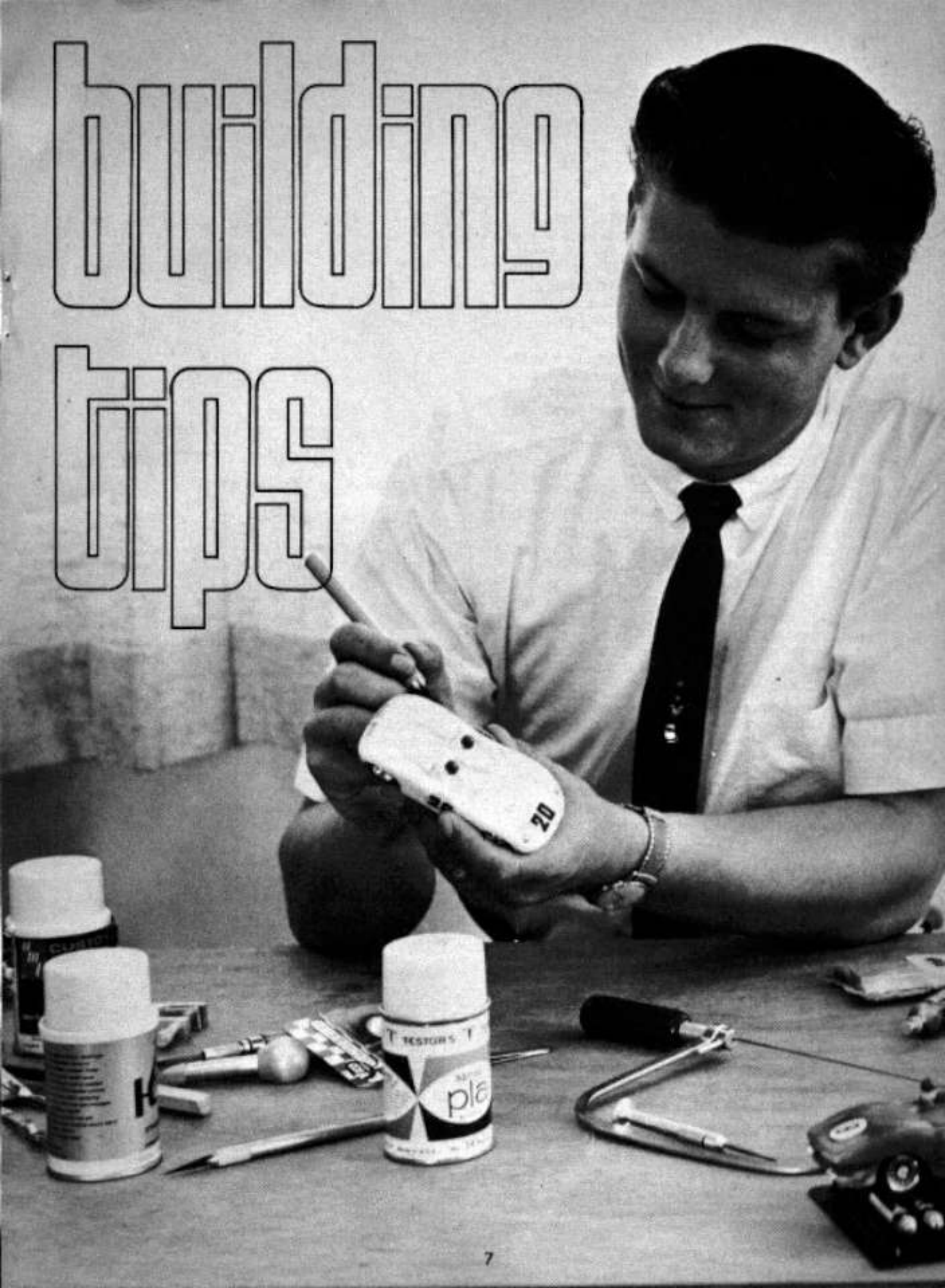
building tips



Assembling a plastic model from a kit is not difficult. And many enthusiasts who delight in the intricacies of model building say it is far too easy. If you're a beginner, you will of coures not feel this way at first, but your skill will improve rapidly and soon you will discover many building tips to make your work easier and more professional looking.

Most parts in a plastic kit come attached to what is called a "runner" or "tree". When separating these parts never bend them back and forth until they break off. Because many times they will break off close to the part and take a small piece of plastic out of the surface. This destroys some detail and you'll have extra work in final finishing. Therefore, always cut the runner with a knife a short distance from the part and then carefully trim up close so as to maintain a smooth finish.

You'll find many parts in a plastic kit are slotted and keyed or have small pegs protruding from the surface. Be careful not to trim these off as they are for securing perfect alignment between parts. Other than this, your only pre-assembly steps are to trim off any "flash" so that each part mates smoothly together. Always test-fit your parts together before applying any glue, then if by chance a part doesn't fit just right it may be adjusted without damage.

Always use glue sparingly, especially where movable parts are concerned. Just the slightest amount of excess glue can freeze-up a propeller, wheel, rotating gun turret or an opening door. You'll find it takes more time, but apply your glue with the pointed tip of a long pin. To do this, squeeze a drop from the tube, scrape a small amount onto the tip and apply exactly where you want it.

Some modelers stare in wonder at all the intricate rigging thread used on a sailing ship. You'll find it's not as hard as it looks once you try tying off a few lines. The "secret" is to use a "slip knot" and

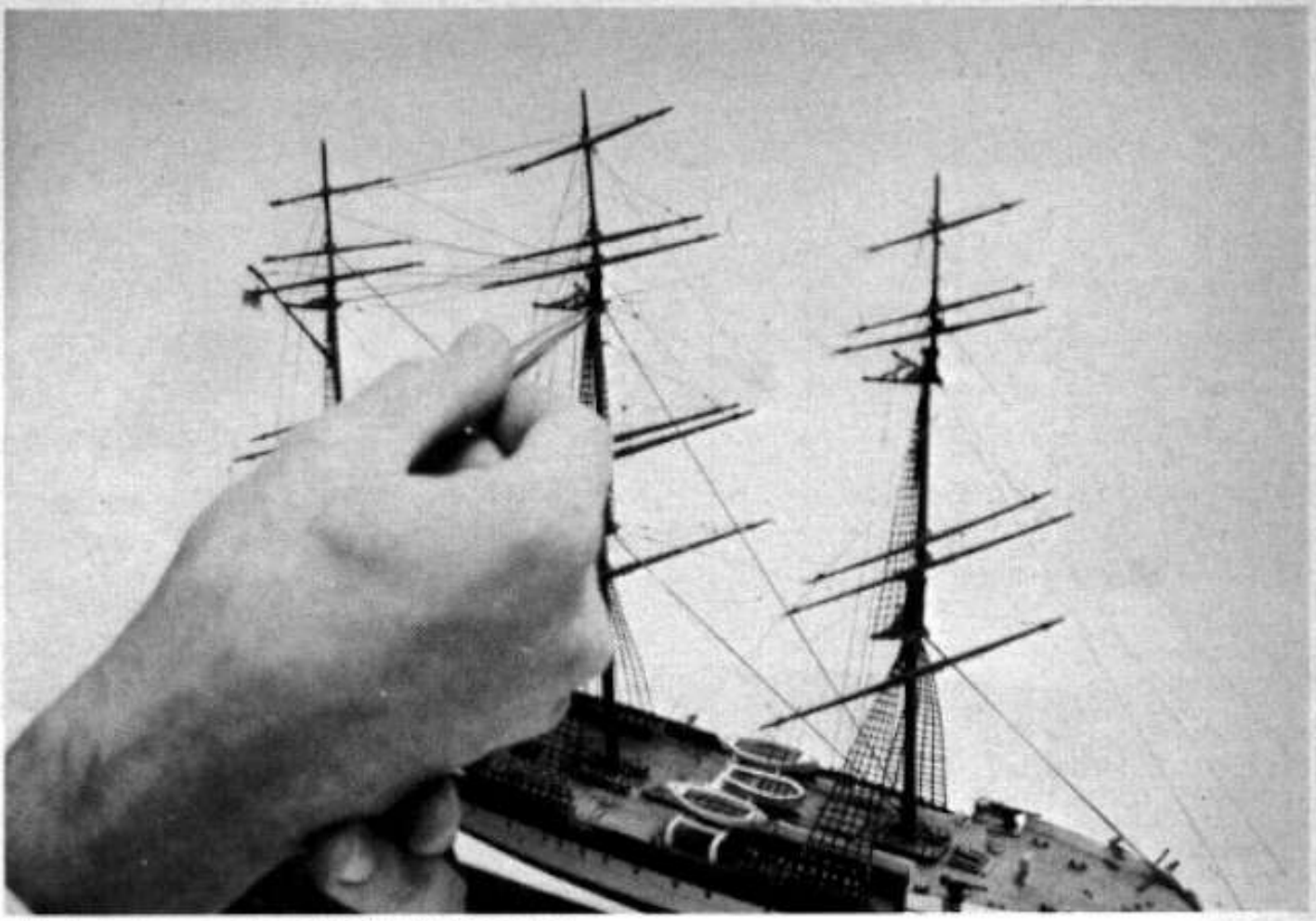
THERE ARE MANY SIMPLE BUILDING TIPS THAT MAY BE APPLIED TO PLASTIC KITS, EACH ONE HELPS IMPROVE YOUR MODELS

to cut your lines 'longer' than needed. To begin with, first tie a slip knot in one end of the line. Then pass this over the mast and pull tight. Now, add a small amount of glue and cut off the extra thread. Take the other end and pass it through the block, tie another slip knot and pull down tight. Add glue and cut off the end. It's that easy! Remember, your rigging should be taut but never strained so as to pull something out of shape. Also start with the lines that are closest to the center of the ship. And as your rigging begins to get crowded, use even longer lines to work with in the tight spots.

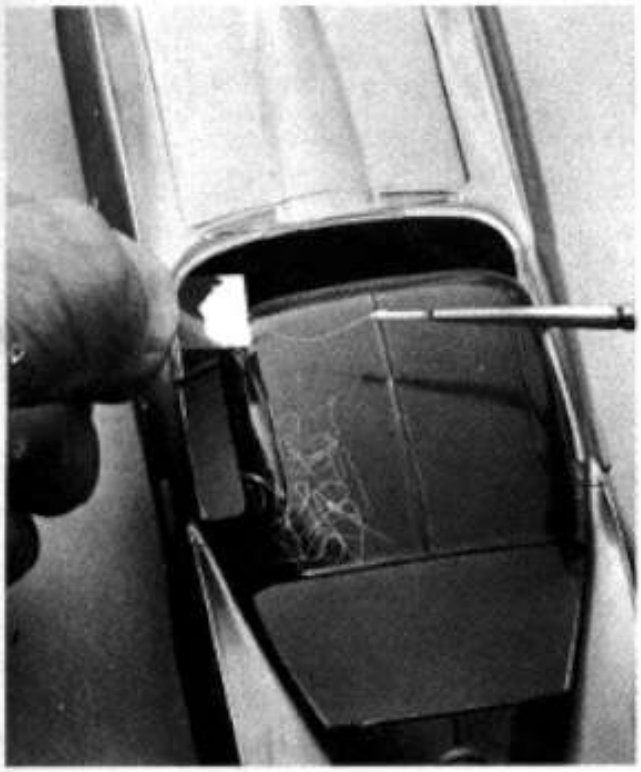
When using thread for rigging, engine wiring, radio aerial or any application that requires thread, always pull your line through beeswax first to get rid of the 'fuzz' or 'hairs'. This simple step alone will make your models very professional looking.

Always take your time when building a kit. Never try to rush through a building step and always allow plenty of time for the glue to dry before handling or going on to the next step. Complete assemblies and small subassemblies with painting and detailing before final assembly. Then complete the final exterior detailing.

If you follow these simple rules, you'll be on your way to good model building and you'll soon be making a list of your own special building tips. ■

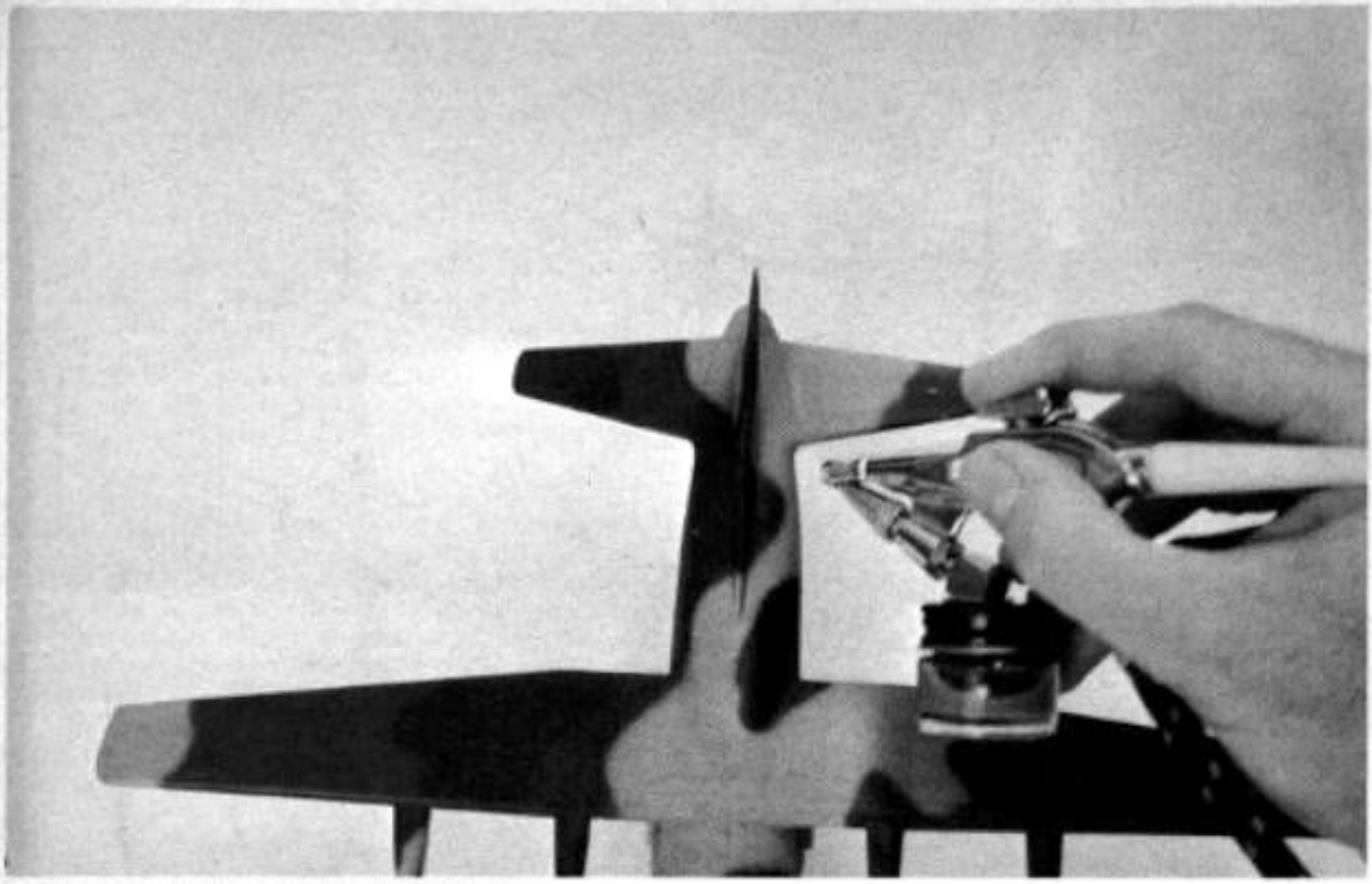


Intricate rigging on a sailing ship isn't hard once you try tying off a few lines. Take your time and use slip knots for ease in tying. Once tied, add a drop of glue.



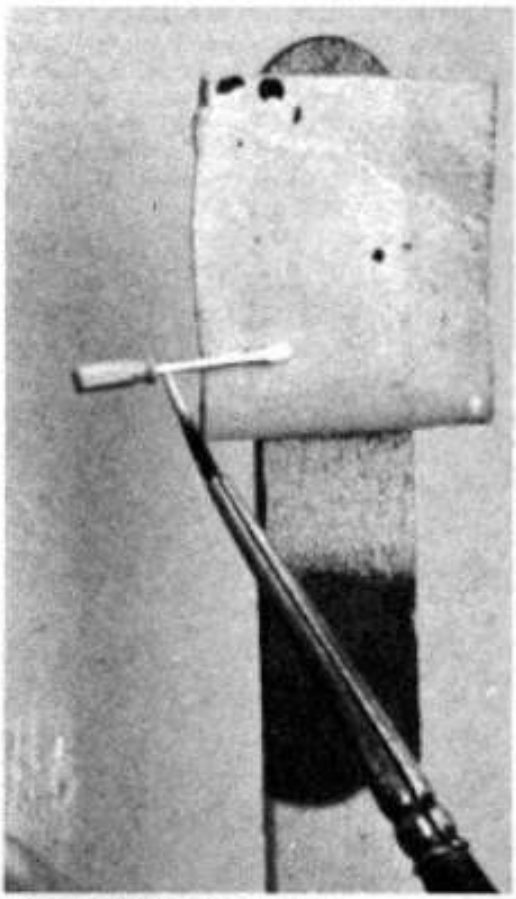
The latest spider-web custom painting can be applied to a model car by letting a small amount of paint thicken and then stringing it out over model.

After paint has dried, cover with several coats of clear to build up a smooth finish. This type of painting looks best on a two-tone body.



One of the best ways to do a highly detailed job of camouflaging is with an air brush. It can be regulated for the exact amount of spray and spray pattern.

Always hold your parts to be sprayed with some sort of a jig (bent coat hanger is shown) so that they may be turned to any position and set aside to dry without touching.



A piece of masking tape doubled over and attached to an ice cream stick is great for small parts. Masking tape over the end of a coke bottle is also handy.

planes

During World War II, when schools, Boy Scouts, and Veterans were asked to build aircraft-recognition models, an exciting renewed interest in model planes developed. These models were constructed of wood and were finished in dull black paint without insignia or detailing. This was when the word "scale" became important to the modeler. Silhouette recognition models were built to 1/72 scale, because it was calculated that when this size plane was viewed at a distance of 35 feet, it provided the same effect as a full-size plane seen at a distance of one-half mile.

When manufacturers changed over to injection molded plastic kits they followed suit and today 1/72 scale is still one of the most popular sizes built. Most modelers tend to build to one particular scale so that their collection will look uniform, and comparison of prototype sizes can be readily seen. This is not to say that other scales are not equally popular with hobbyists, and manufacturers sometimes produce a whole collection in a special size and price range.

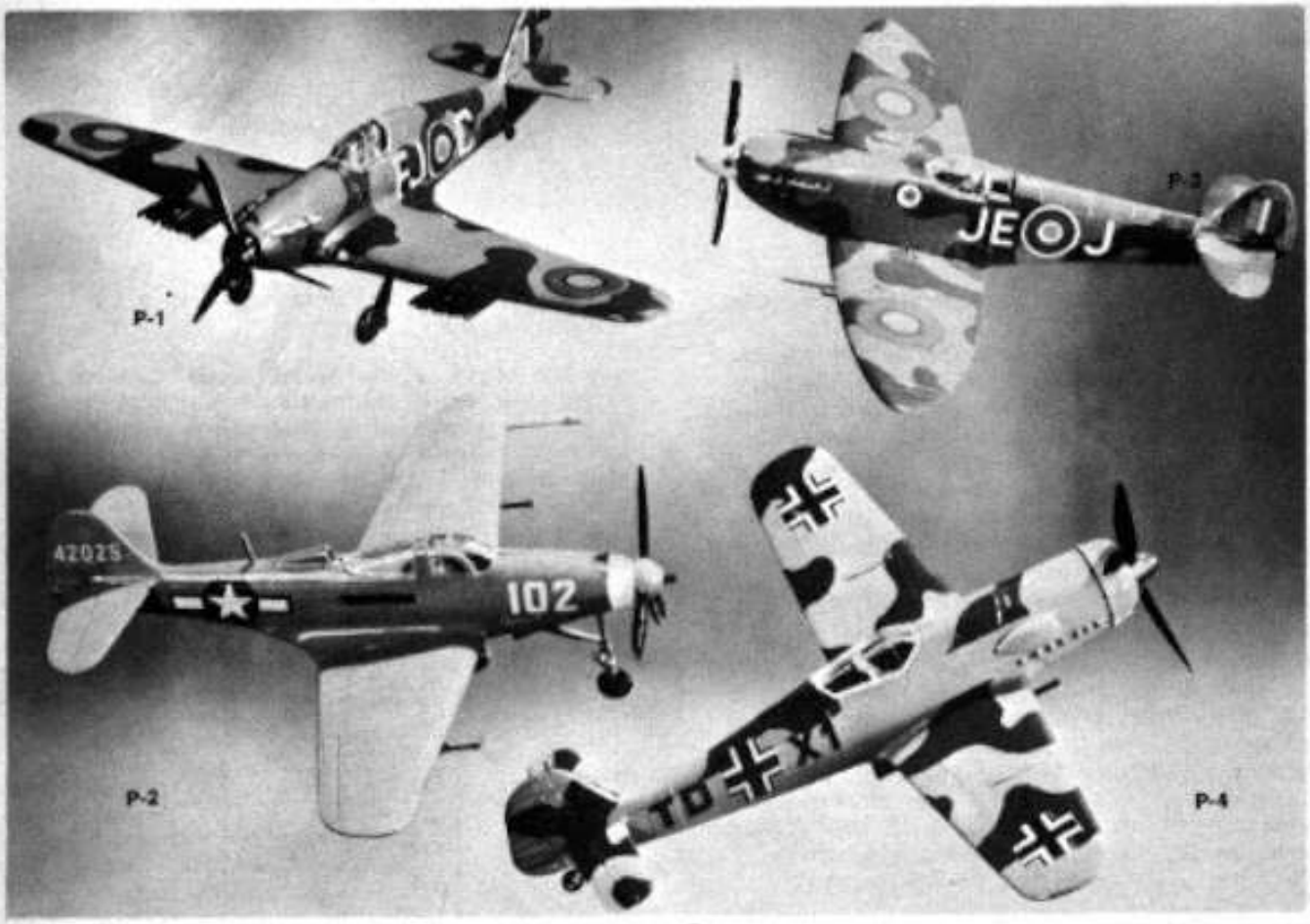
Model airplane kits vary greatly in cost and size. You'll find prices run from 39 cents to three dollars. Generally speaking, the small model kit with few parts to assemble is the least expensive. And in a rough way, the number of parts in a kit serves as a gauge as to the time and skill it takes to assemble a kit. Some manufacturers mark the boxes in which their kits are packed with the number of parts and some will spell-out that the kit is intended for an "Advanced Builder", "Intermediate" or "Beginner." It should be quite obvious that a kit containing 50 parts represents more time in cutting, trimming plastic, gluing, painting and detailing than a kit containing only 20 parts.

To the beginner, the word "scale" is sometimes confusing. Scale refers to the physical size of the model as compared to that of the prototype. If a model is built to a scale of 1/4-inch to the foot, it is 1/48 the size of the real plane. Or if a real airplane has a wingspan of 40 feet, at 1/4-inch scale the model wingspan would be 10 inches. Translating scale to determine the size of a model is not difficult, and the novice modeler will gain this experience quickly. The chart below will help.

SCALE PER FOOT	SIZE
1/12"	1/144
1/8"	1/96
1/6"	1/72
3/16"	1/64
1/4"	1/48
3/8"	1/32
1/2"	1/24
1"	1/12
1 1/2"	1/8

Injection molded plastic is also used to make ready-to-fly model airplanes powered by small internal combustion engines. These are highly detailed, well finished and accurately scaled. However, you will find some compromises made by the manufacturer in order to produce a good flying model. Here again, a model-builder can add his own detail and come up with not only a good flying model but one he is proud to display. ■

Concorde. World's first supersonic jet transport will take to the air in 1971. A beautiful model with Air France decals, two-position landing gear, and 57 highly detailed parts. **1/72 scale.** **$1.50**



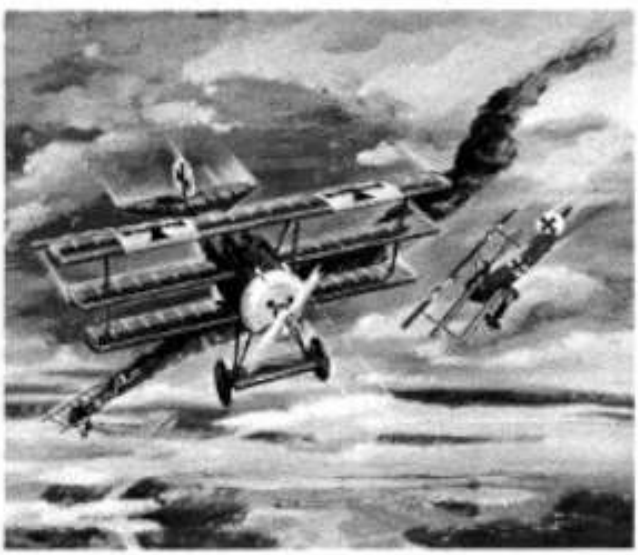
P1
Hawker Hurricane IV R.P. Ideal for beginner, only 19 parts. Kit features pilot figure, clear cockpit canopy, movable prop and wheels, rockets, decals and display stand. **1/72 scale.** **$.50**

P2
P-39Q Airacobra. Revolutionary WWII fighter plane with engine mounted behind pilot, boasted heavy armament. Two-position tricycle landing gear, drop tank, underwing guns. **1/72 scale.** **$.50**

P3
Spitfire IX. England's first-line fighter during WWII. Highly detailed kit includes pilot figure, movable prop, wheels, two-position landing gear, clear canopy and decals. **1/72 scale.** **$.50**

P4
Focke-Wulf 190 D. This high performance German fighter had a top speed of 440 mph. Two-position landing gear, pilot figure, clear cockpit canopy, bomb and turnable prop. **1/72 scale.** **$.50**

Albatross Scout. Advanced German WWI fighter was plagued with tendency to break up in a dive. Later replaced by Fokker Triplane. Pilot figure, movable prop, machine guns, stand. **1/72 scale.** **$.30**



Fokker Triplane DR1. This was flown by German ace Baron Von Richthofen who officially shot down 80 planes. Good detail with pilot figure, movable wheels and prop. **1/72 scale.** **$.30**

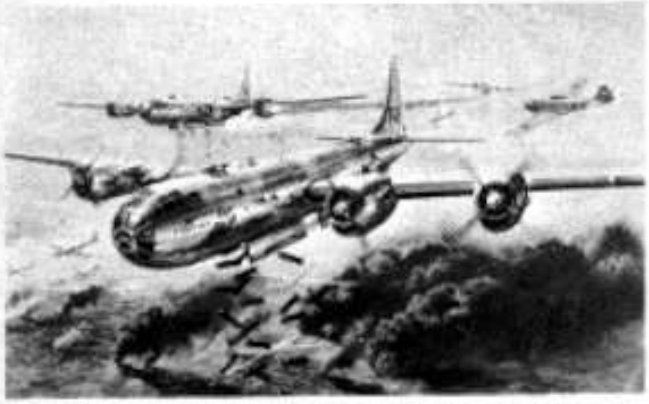
Tiger Moth. First built in 1931 as basic trainer for RAF. Also used as British trainer in WWII. Pilot and student pilot figures, turnable wheels and propeller, official markings. **1/72 scale.** **$.30**

Sopwith Camel 2F1. Most popular of all the Allied fighter planes in WWI. Speed was about 125 mph. Kit features pilot figure, radial engine with turnable propeller, wing strut detail. **1/72 scale.** **$.30**

B-25 Mitchell. Earned world wide fame as the plane that bombed Tokyo in 1942. Movable control surfaces, rotating turret, crew figures, parts to build two armed versions, detailed engines. **1/72 scale.** **$1.00**

TBM-3 Avenger. One of WW II's most successful torpedo bombers. Carried torpedo internally. Kit features rotating turret with machine gun, crew, two-position gear, rockets. **1/72 scale.** **$.70**

Arado AR-196. The Arado was top among reconnaissance float planes. It carried two 20mm cannons, three machine guns and light bombs. Turnable prop, floats, crew figures, decals. **1/72 scale.** **$.50**

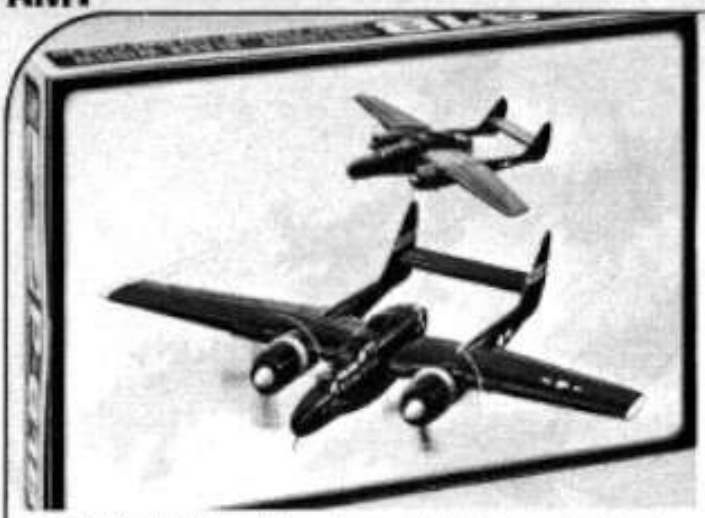


B-29 Superfortress. Known as the "Bomber that won the War." A very highly detailed kit with two-position tricycle gear, clear cockpit, rotating turrets, props, detailed engines. **1/72 scale.** **$2.00**

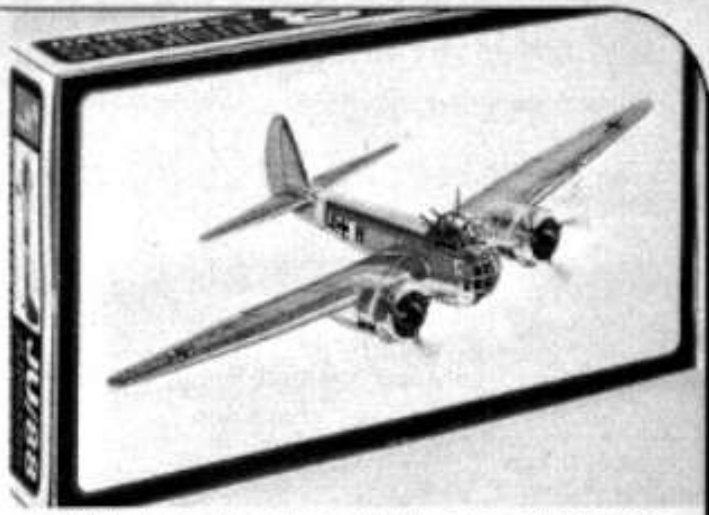
P-61B Black Widow. First U.S. aircraft designed from the drawing board as a night fighter. Four 20mm cannons, four machine guns, crew figures, clear cockpit canopy. **1/72 scale.** **$1.00**

P-47D Thunderbolt. One of the most powerful and heavily armed U.S. fighters in WW II. Detailed Pratt & Whitney engine, pilot figure, two-position landing gear, bombs, tanks, guns. **1/72 scale.** **$.50**

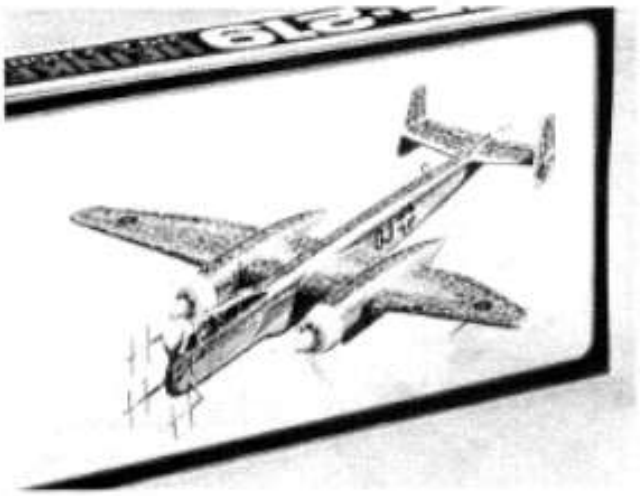
Boeing 314 Clipper. Carried the first paying passengers across the oceans. 76 detailed parts. Pan Am markings, clear windows, detailed engines and turnable propellers. **1/72 scale.** **$1.00**



P-61B Black Widow. Kit parts are molded in gleaming black and feature movable props, wheels, ailerons, elevators and rudders, two-position landing gear, pilot and crew figures. **1/72 scale.** **$1.00**



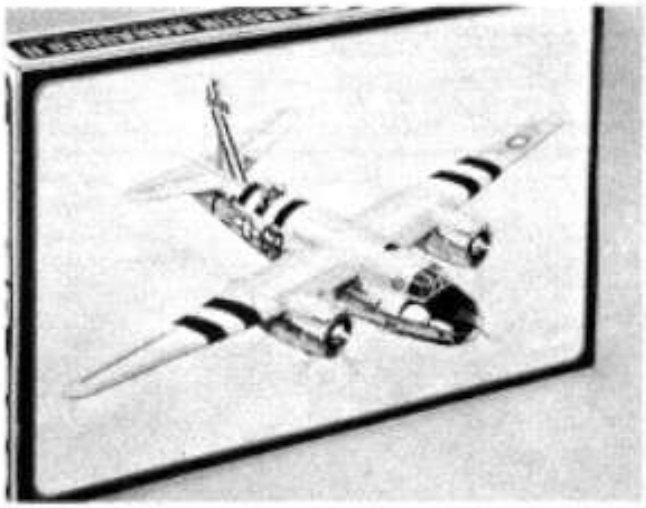
JU-88 Junkers. This famous WW II replica includes clear cockpit canopy with gun turret, working props, ailerons, elevators, rudder and crew figures. Two-position gear, 74 detailed parts. **1/72 scale.** **$1.00**



HE-219 Heinkel. Top German night fighter, radar equipped. 93 highly detailed parts with pilot and observer. Features two-position gear, turnable props, working control surfaces. **1/72 scale.** **$1.00**

ME-410 Messerschmitt. Kit builds A-1 or A-1/4U version. Features side mounted guns, two-position, gear, crew figures, clear canopy, movable wheels, elevators and ailerons. **1/72 scale.** **$1.00**

Bleriot XI, Spirit of St. Louis, Southern Cross. These three famous planes are in the Ocean Pioneer Set. All are highly detailed and molded in authentic colors, many working parts. **1/72 scale.** **$2.00**



B-26C Marauder II. High performance WWII bomber with 81 detailed parts and three crew figures. Movable props, gear, ailerons, elevators, rudders and gun turrets. **1/72 scale.** **$1.00**

B-25 Mitchell. Used by nearly all of the Allied Air Forces around the world. Two-position landing gear, instrument panel, pilot and co-pilot, clear canopy and turret. **Wingspan 17½".** **$2.49**

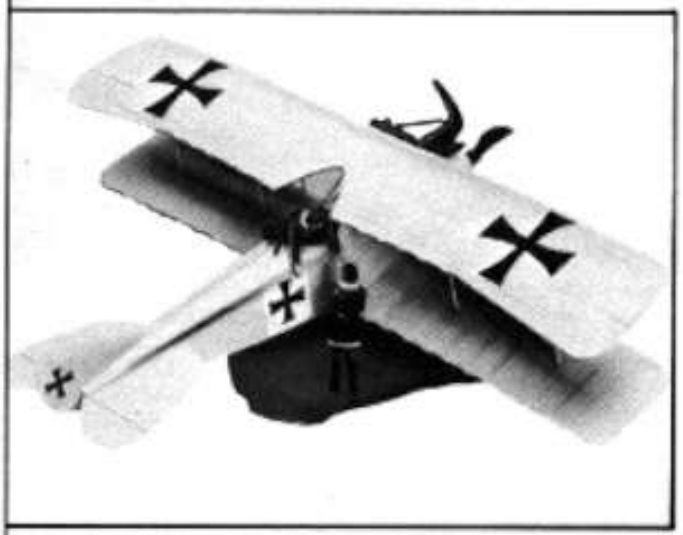
Bell AH-1G Assault Helicopter. Pilot and co-pilot figures, clear plastic canopy, rotating rotors, machine guns, United States Army decals, 47 pieces, good detail. **1/48 scale, Fuselage length 13-1/4".** **$1.00**

F111-A. The controversial TFX high performance fighter. Available in Air Force or Navy F111-B version. Retractable gear, variable sweptback wings, pilot and navigator figures. **1/48 scale.** **$2.49**

Douglas DC-9. Modern commercial jet with large parts and easy to assemble. Best for beginner, few details and no windows. Clear plastic windshield, Eastern Air Lines decals. **Wingspan 14½".** **$2.49**

Cessna T-37. U.S. Air Force jet trainer with side-by-side seating. Pilot and student figures, detailed instrument panel, clear plastic canopy, few parts, easy to assemble. **Wingspan 9¼".** **$1.00**

Temco TT-1. High performance Navy jet trainer with tandem seating. Largs parts, good for beginner. Pilot and student figures, clear plastic canopy, detailed landing gear. **Wingspan 8¾".** **$1.00**



Albatross C-3. Rotating propeller and wheels, pilot and gunner figures, simulated fabric covered wing detail, wing strut detail, German decals, seat and control stick. **Wingspan 9⅛".** **$1.00**

Piper Apache. A favorite among business and private pilots. Model is good for beginner, large pieces, easy to assemble. Rotating propellers, clear windshield and windows, stand. **Wingspan 7".** **$.39**

Boeing KC-135. This U.S. Air Force Stratotanker is able to refuel our jet fighters in the air. Four jet engines, full Air Force insignias, refueling boom, clear windshield. **Wingspan 13¼".** **$1.00**

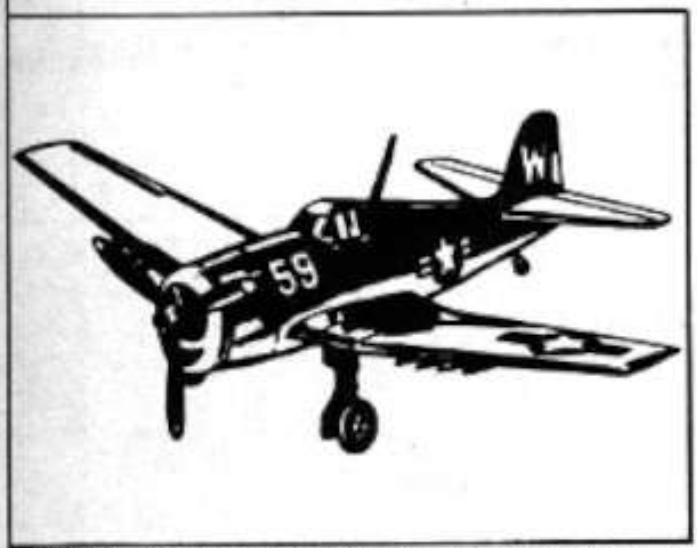
B-58 Hustler. U.S. Air Force supersonic bomber capable of delivering atomic weapons. Detailed jet engines, crew figures, movable wheels, two-position landing gear. **Wingspan 8⅛".** **$2.49**

Grumman S-2F. Anti-submarine war plane nicknamed the "Hunter Killer." Radar pods, crew figures, rotating propellers and wheels, Navy decals, two-position landing gear. **Wingspan 15".** **$1.00**

Hiller X-18 Convertiplane. Able to rise and land vertically then rotate wing and fly at high speed. Kit features tilt wing, twin rotating props, clear canopy and display stand. **Wingspan 8".** **$1.00**

P-47 Thunderbolt. Latest WWII version with good exterior detail. Rotating four-blade propeller, pilot figure, wing tanks, machine guns, display stand, clear plastic canopy. **Wingspan 9".** **$.79**

F-101 Voodoo. Twin jet supersonic fighter with heavy armament. Model is good for beginner, large pieces and easy to assemble. Air Force decals, display stand, clear canopy. **Wingspan 3½".** **$.39**



Hellcat. High performance WWII carrier based fighter plane. U.S. Navy decals, clear plastic canopy, landing gear, turnable wheels and propeller, good exterior detail. **Wingspan 10¼".** **$.79**

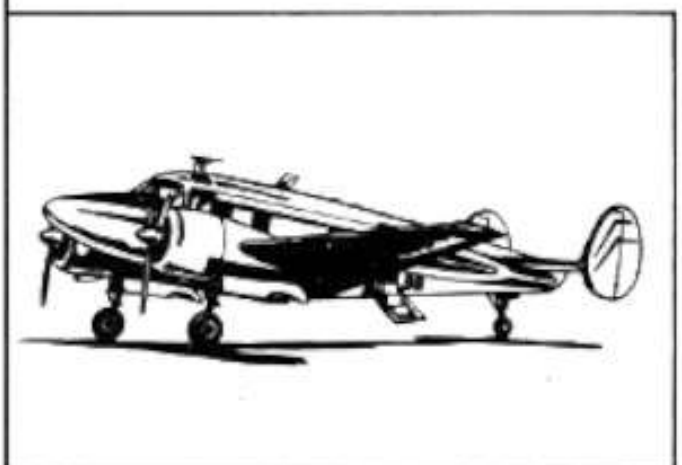
F-104 Starfighter. U.S. Air Force supersonic fighter plane. Official Air Force insignias, highly detailed exterior, clear plastic canopy, pilot figure, wing tanks, display stand. **Wingspan 5".** **$.79**

P-40. Flying Tiger version will always be remembered in the early days of WWII. Flying Tiger decals with shark cowl, drop tank, clear plastic canopy, display stand, movable prop. **Wingspan 7¾".** **$.79**

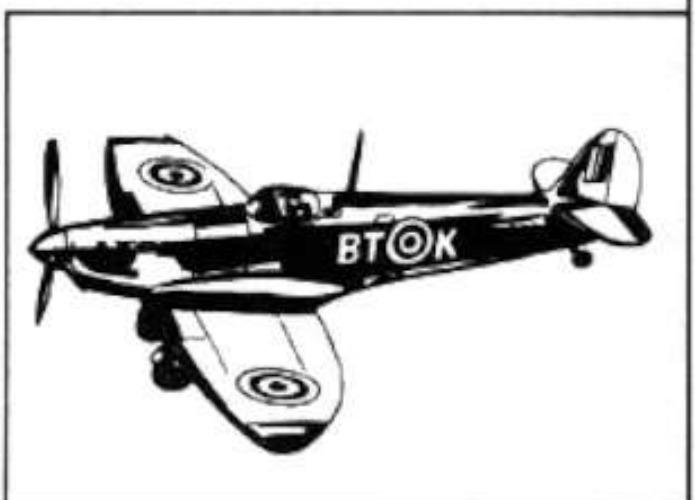
ME-109 Messerschmitt. One of the best German WWII fighter planes. Good kit for beginner to learn more detailed assembly. Turnable prop, four bombs, landing gear, display stand. **1/48 scale.** **$.79**

Fairchild C-119. Nicknamed the "Flying Boxcar" as it can carry up to 20,000 pounds of cargo. Detailed cockpit, opening cargo doors, loading ramp, small jeep and gun on chute pack. **Wingspan 17".** **$2.49**

P-61 Black Widow. Radar equipped all-weather night fighter. Cockpit interior, pilot and co-pilot, rear gunner, clear plastic canopy, machine gun pod, turnable wheels and propellers. **Wingspan 16½".** **$2.49**



Beechcraft Super 18. Used in business and commercial flying. Clear plastic windows and windshield, turnable propellers, display stand, decals, good for beginner. **Wingspan 8½".** **$.79**



Spitfire. Helped regain air superiority in Battle of Britain. Good kit for advanced beginner. RAF decals, landing gear, display stand, bombs, clear canopy, turnable prop. **Wingspan 8".** **$.79**

continued on page 24

tools

What tools should you have in order to build a plastic model kit? Well, it depends on what category you're in. These categories aren't based on your age or occupation but on what you do with that plastic model kit once you've opened it. It doesn't matter whether the kit is a space craft, airplane, military vehicle, automobile, sailing ship or any one of the many types available today. The manner in which you go about building the kit determines what category you are in and therefore, what tools you'll use. Although there is bound to be overlap from one category into another, there is a dividing line.

In the first category, you will find the 'Assembler'. He relies on the manufacturer to provide him with a kit that, when assembled according to instructions, will result in a near masterpiece. The Assembler generally does nothing out of the ordinary. He neither adds nor detracts from the manufacturer's effort.

Since the Assembler's model is a basic one, his tools are also quite basic. Perhaps they consist of only a single-edge razor blade and a bottle of cement. More likely, though, you'll find an X-acto #1-ST handle, a pack of #11 blades, X-acto's Micro-saw and/or the X-acto razor saw set. In addition, the Assembler will borrow heavily from the distaff side of the family and you'll find an odd assortment of hair clips, emery boards, straight pins and toothpicks. These are used in place of gluing clamps, files and paint brushes. You might call the Assembler an economy class modeler.

The next category is for the modeler with a little more time to spend on each kit. He carefully trims each piece using the same basic tools as the assembler, but usually fills in the seams, paints the various sub-assemblies and adds those little details that make the model stand out. You can call this fellow the 'Detailer' because of his habit of picking out details with a paint brush or adding them with bits of wire or scrap plastic.

The Detailer seeks out information about the prototype for his particular kit so he can find out about proper color schemes, missing details, etc.

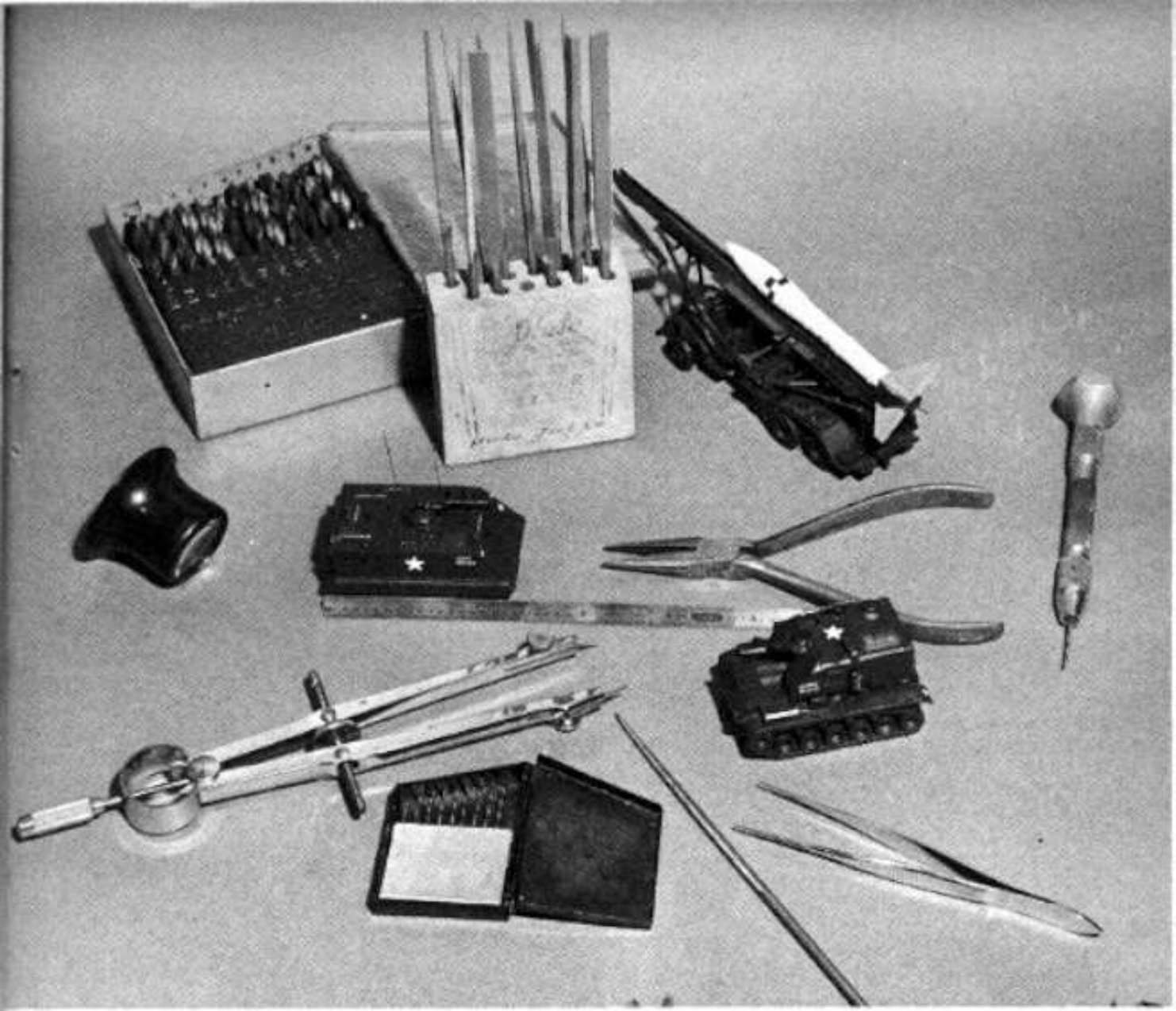
FOR PLASTIC MODEL BUILDERS

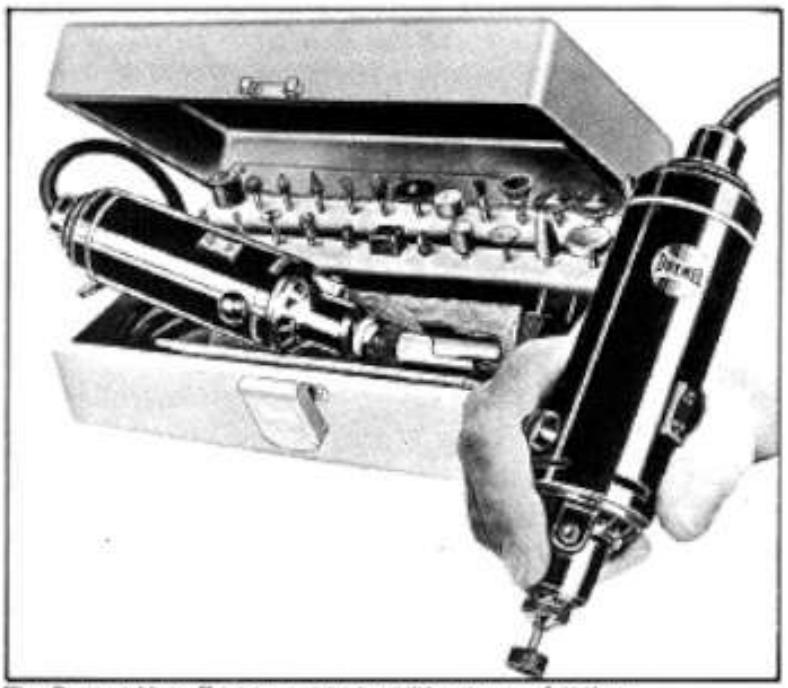
A look in his tool box would probably reveal: a jeweler's eye loupe for more accurate painting and such, a pair of dividers for precise marking and layout, a flexible (stainless steel) ruler for straight line cutting, a pin vise and set of #61-80 wire drills for affixing antennas or wiring, a set of needle files for correcting contours or erasing spurious details and a collection of quality paint brushes in several sizes and styles. The Detailer may also have a pair or two of needle nose pliers and cutters for shaping his wire add-ons.

Who is in category three? The 'Conversionist'. He is the guy that no manufacturer can satisfy. If his bag is aircraft and the manufacturer brings out an F-104A, the Conversionist turns it into a F-104G; or if he likes tanks and the latest release is a German Tiger II, his kit will become a Tiger P Self-propelled gun. Likewise the Conversionist wouldn't be satisfied with a Brewster bodied Rolls Royce Phaeton, he'd turn it into a Park Ward Limousine.

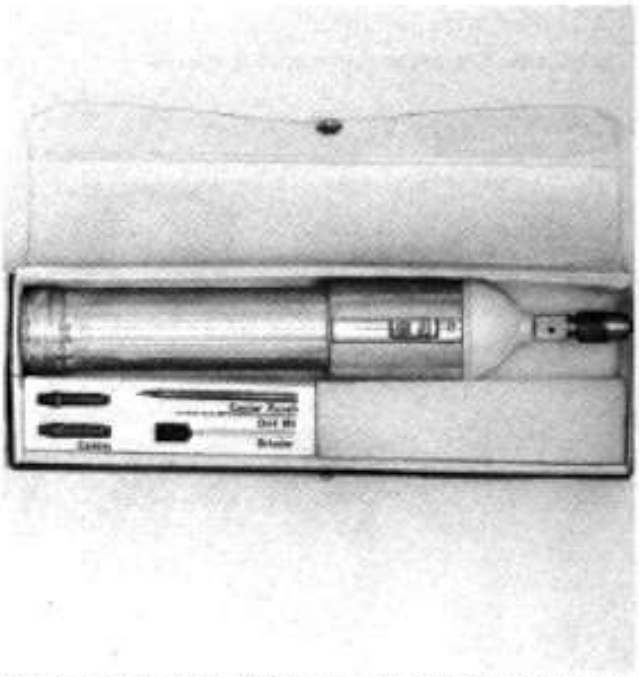
In addition to an extensive library covering his particular field of interest, the Conversionist will also have a rather extensive collection of tools. Whereas the Assembler will have one knife, the Conversionist will have several of different shapes. While the Detailer is satisfied with one set of needle files, the Conversionist may have both needle files and pattern files. In short, the Conversionist doesn't 'make do'; he either has the proper saw or he goes out and gets one. The tools he holds most dear are: an Architects scale with 10 of the most popular scales layed out in inches and feet, a jeweler's or fret saw that uses blades so fine you must rub it with your finger to locate its teeth, a pair of carbide edged scissors or small tin snips and perhaps an air brush and a couple of power tools: like a hand grinder and small drill press.

Regardless of what category you are in, or what tools you require, buy only the best you can afford. There is no such thing as a 'good' cheap tool. ■

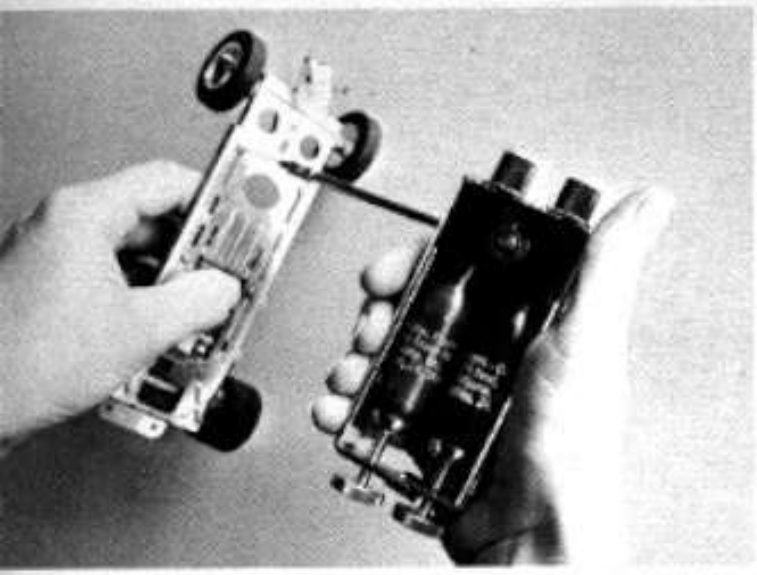




The Dremel Moto-Tool is an ideal addition to any full-time modelers tool bench. Use it for grinding, cutting, polishing, sanding and 1001 other uses. **Complete kit, $39.95**

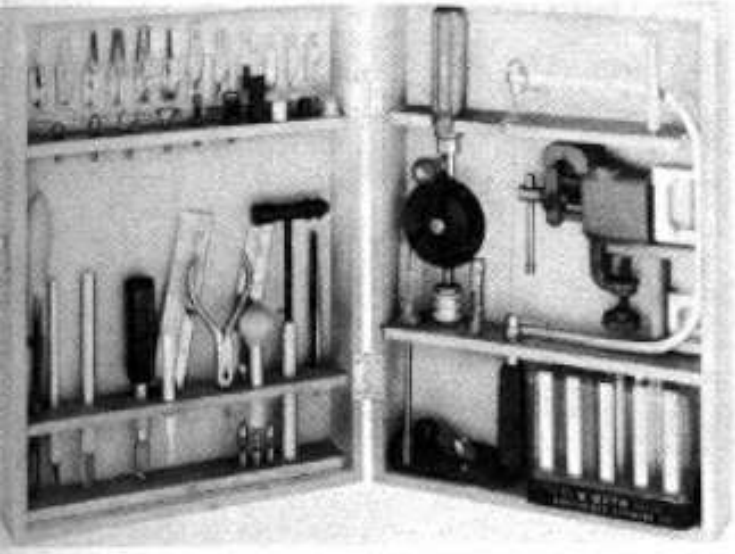


For extra fine work that does not require a heavy duty tool you'll find the cordless X-acto battery powered drill very handy. Kit shown includes drill collets, stone. **$5.95**



The experienced modeler will find this Hot Spot by American Edelstaal perfect for soldering and welding. Runs on oxygen and LP gas and makes jet flame to 5000 degrees. Complete with two tips and two gas cylinders. **$19.95**

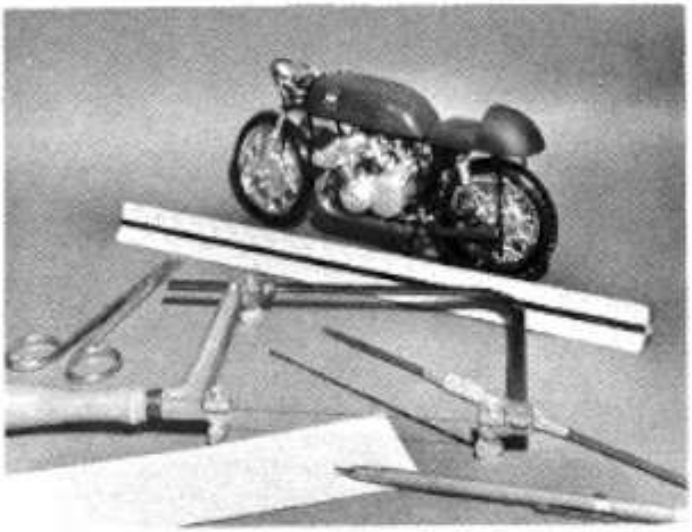
X-acto's Pit Kit will help you keep those home raceway cars tuned up and running good. **Complete kit, $5.50**



The Delux Hobby Tool and Knife Chest by X-acto contains just about everything the model kit builder needs to do good work. **Complete set as shown, $35.00**

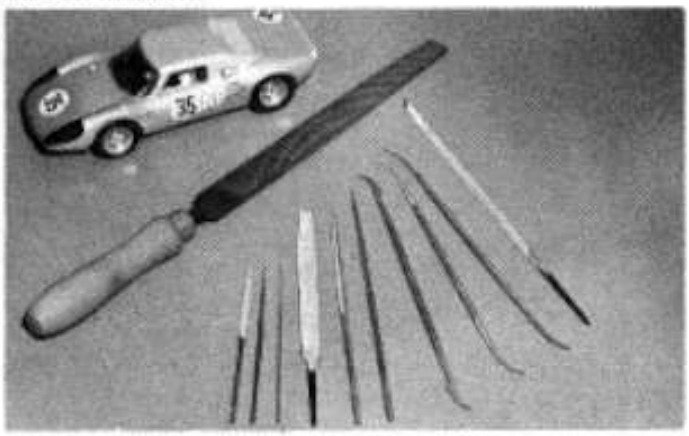
The basic tools: X-acto saw, Micro-saw, X-acto #11 blades and #1ST handle can be supplemented by hair clips of different sizes and emery boards for sanding and shaping parts.

A Detailer's tools would probably include, clockwise from left: eye loupe, dividers, #61-80 drill set, flexible six-inch rule, tweezers, pin vise, jewelers pliers and needle file set.

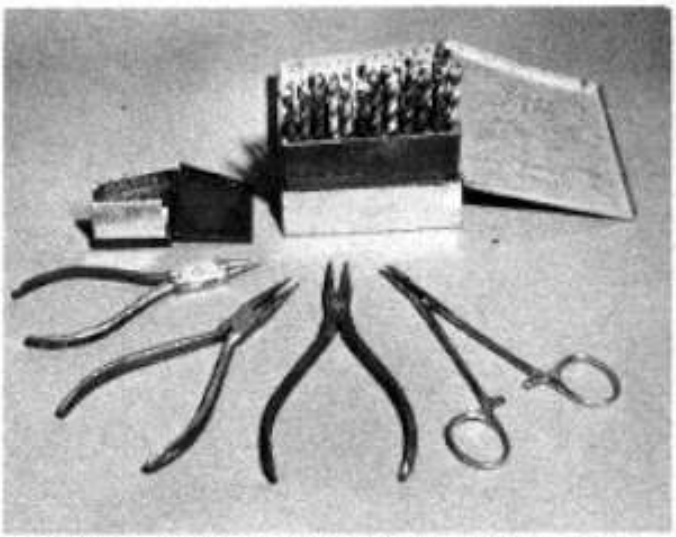


In addition to basic and Detailer's tools, the Conversionist has need for an architects scale, scissors, fret saw with package of blades, mechanical pencil and carbide tipped scriber.

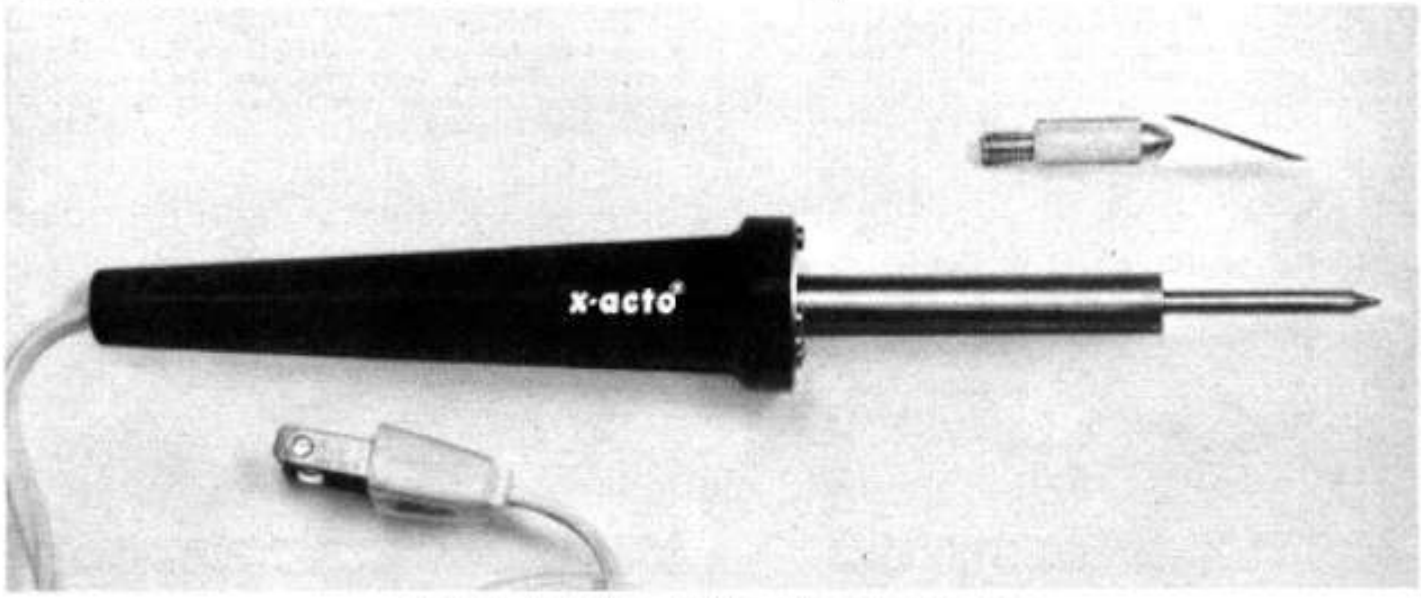
Don't skimp on paint brushes; good ones don't shed and last longer. The Artsign (Series 9) or Windsor-Newton Series 618 are good choices.



Files come in many sizes and various shapes. Curved files at right are pattern-maker's files. The tiny ones on the left are Nicholson three-inch long tool-and-dye files.



The serious modeler can never have too many drills or too many types of pliers. Those at right are surgical forceps.



The X-Acto Hot Knife and Soldering Iron is handy for many uses. The Hot Knife cuts through plastic rapidly and accurately. As a soldering iron it gets into the tight spots.
$4.00

Northrop Freedom Fighter. Outstanding American combat plane. Atomic weapons pod, rockets, bombs, clear plastic canopy, official USAF decals, movable wheels, good detail, display stand. **Wingspan 6⅜".** **$1.00**

F-90 Lockheed. Supersonic jet fighter used by U.S. Air Force. Official USAF markings, detailed pilot figure, clear plastic canopy, underwing rockets, wing tanks, movable wheels. **Wingspan 11".** **$1.00**

Boeing B-29. The plane that dropped the first atomic bomb and ultimately ended WWII. Clear plastic cockpit canopy, nose bubble and side blisters. Display stand. lots of parts. **Wingspan 22¼".** **$2.49**

Avro CF-100. Built in Canada for the Canadian Air Force. A supersonic jet fighter bomber. Twin jet engines, clear plastic canopy, pilot figure, display stand, official Canadian markings. **Wingspan 10½".** **$1.00**

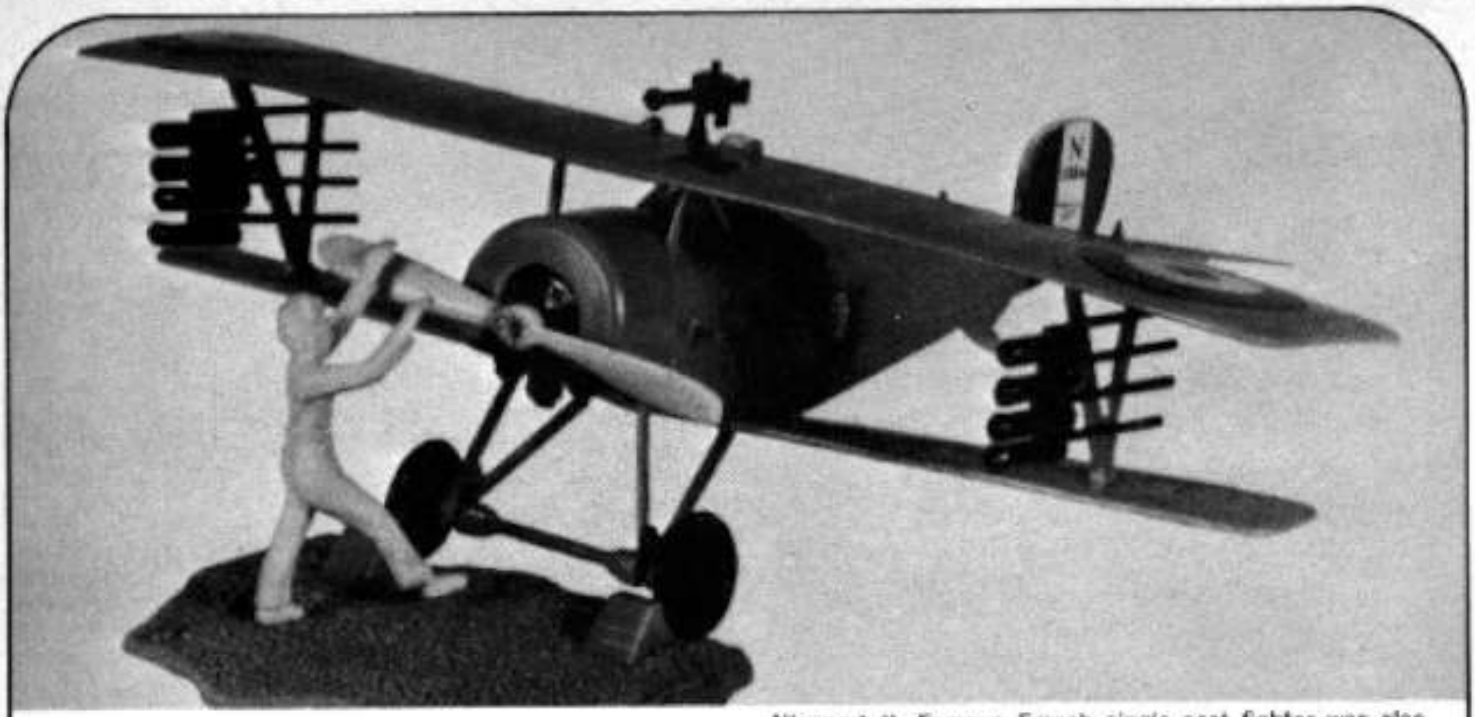
P-38 Lightning. One of the fastest and most heavily armed WWII fighters. Clear plastic canopy, rotating wheels and propellers, pilot figure, display stand, official USAF decals. **1/48 scale.** **$1.00**

McDonnel F-110. Twin-engined, two-seat, long-range all-weather interceptor and attack bomber. Detailed cockpit, four Sparrow rockets, clear plastic canopy, display stand. **Wingspan 9¼".** **$2.49**

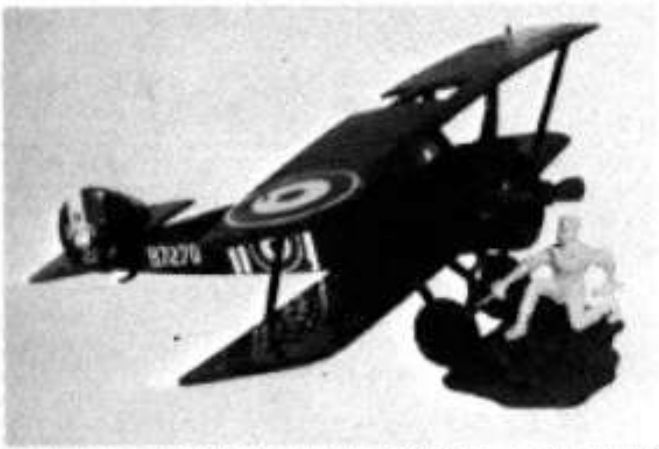
F-86D Sabre Jet. One of the first operational jet fighters. Good for beginner. Clear plastic canopy, pilot figure, underwing rockets, drop tank, display stand, official markings. **Wingspan 9¼".** **$1.00**

B-70 Valkyrie. Supersonic delta-wing bomber able to deliver nuclear weapons anywhere. Six jet engines, large parts, easy to assemble, official Air Force decals, display stand. **Wingspan 12½".** **$2.49**

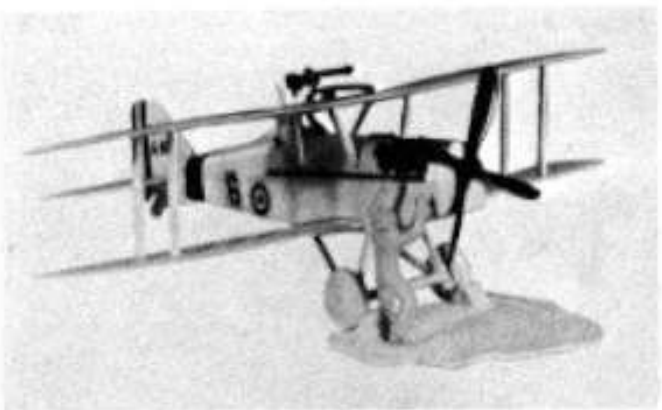
P-51 Mustang. One of the best WWII fighter planes and still used in air racing. Movable four-blade propeller and wheels, clear plastic canopy, official markings, display stand. **Wingspan 9".** **$1.00**



Nieuport II. Famous French single seat fighter was also first to fire rockets at enemy balloons. Pilot and ground crew figure, display base, wing mounted rockets. **Wingspan 6½".** **$1.00**

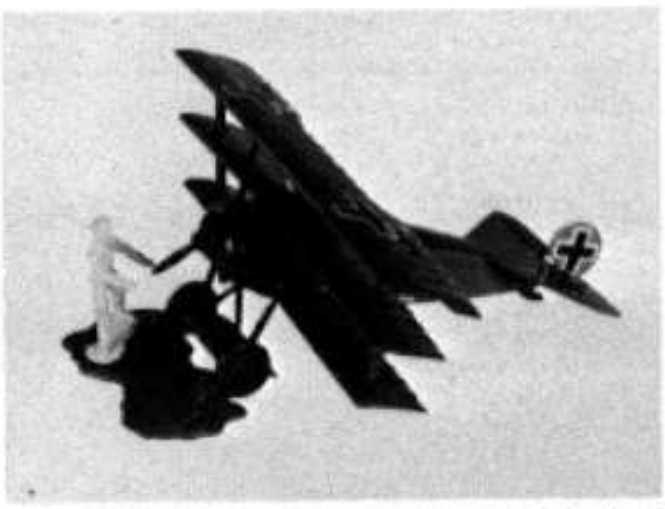


Sopwith Camel. Credited with destroying more enemy aircraft than any other single type during WWI. Simulated fabric covered wing, pilot and ground crew figure, official decals. **Wingspan 7".** **$1.00**



SE-5 Scout. WWI British fighter fired machine gun over propeller. Kit features pilot and ground crew figures, special base mount, official decals, rotating propeller. **Wingspan 6¾".** **$1.00**

Breguet. Famous French WWI plane. Ground crew, pilot and gunner figures, simulated fabric covered wings, rear machine gun, movable propeller, display base, official decals. **Wingspan 11½".** **$1.00**

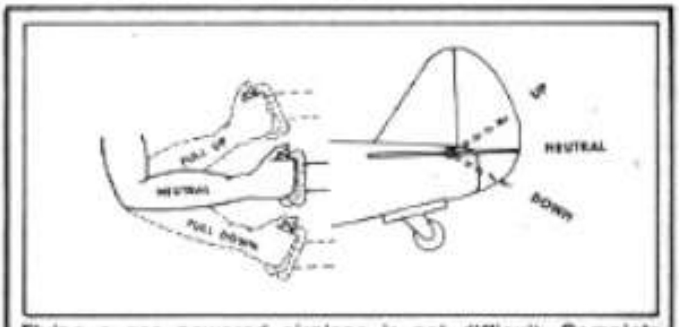


Fokker DR-1. Considered the supreme "dogfighter" of WWI. Pilot and ground crew figures, special display stand, simulated fabric covered wings, turnable propeller. **Wingspan 6¼".** **$1.00**

JU87D Stuka. Gas powered ready-to-fly replica of famous German WWII dive bomber. Sliding front and rear canopy, rear machine gun, able to drop bomb in flight, crew. **Wingspan 23½".** **From $11.98**

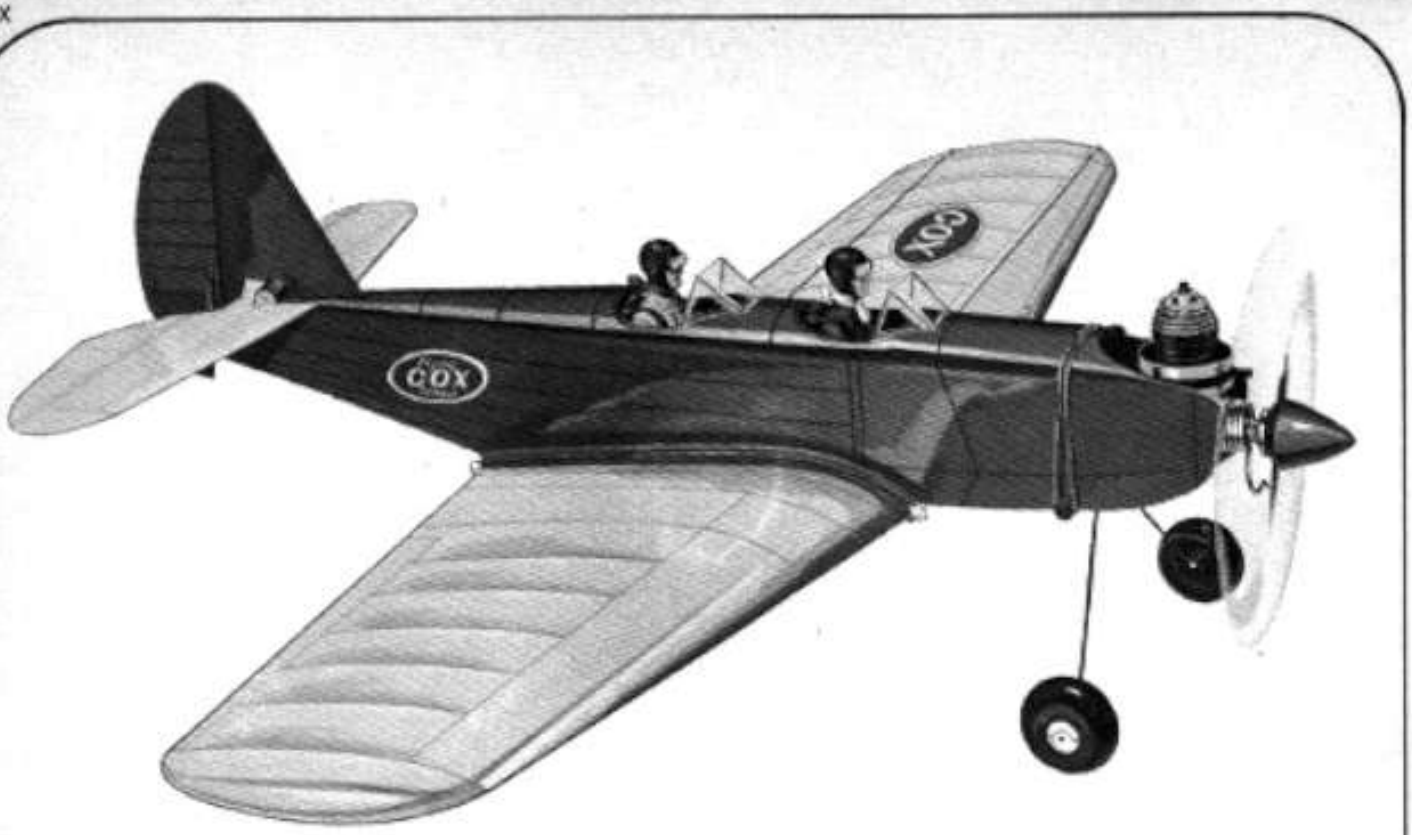
AD-6 Skyraider. First used during WWII and now in Viet Nam. Easy starting .049 engine, underwing rockets, authentic markings, spring starter, nylon prop, control handle. **Wingspan 20½".** **From $10.98**

P-40 Warhawk. Ready-to-fly with full battle dress and all markings. Features clear plastic canopy, twin exhausts, sponge tires, three-blade prop with spring starter, control handle and flying lines. **Wingspan 20"** **From $11.98**



Flying a gas powered airplane is not difficult. Complete information on how to prepare controls for flight, starting the engine and flying the plane are included with every model. It is highly recommended that these instructions be followed exactly for many hours of trouble-free flying fun. And if possible, have someone who knows how to fly control-line models help at first. Diagram shows how your hand movements control flight path of the plane. In learning to fly, it's important that you do not overcontrol, but hold your hand steady, making only slight movements.

Spitfire. Britain's heroic defender in full camouflage battle dress and trim. 20mm cannons, underwing radiator, sliding cockpit canopy, spring wire landing gear, .049 engine. **Wingspan 23".** **From $12.98**



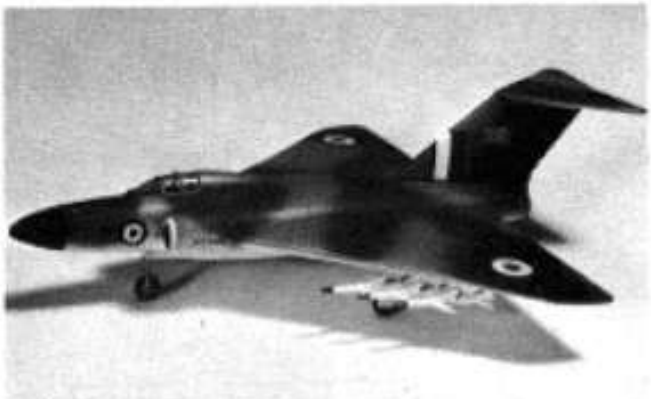
P-51 Mustang. High performance model comes complete with starting and flying accessories — battery, hook-up wires, fuel, control handle and flying lines, clear canopy. **Wingspan 16".** **From $9.98**

QZ Trainer. Perfect for beginner to learn control-line flying. Rubber band assembly, pops apart on impact. Muffler equipped for neighborhood flying, pilots, control handle, and flying lines. **Wingspan 22".** **From $12.98**

L-4 Grasshopper. Beefed up Army version of the Piper Cub. Ideal for "combat" flying with a friend. Features airforce brown color, insignias, landing gear with skirts. **Wingspan 17½".** **From $9.98**

HAWK

Grumman F8F-2 Bearcat. Fast propeller driven carrier fighter. Highly detailed kit features drop tanks, rockets, bombs, Marine decals, two-position gear, pilot, four-blade prop. **1/48 scale.** **$1.00**



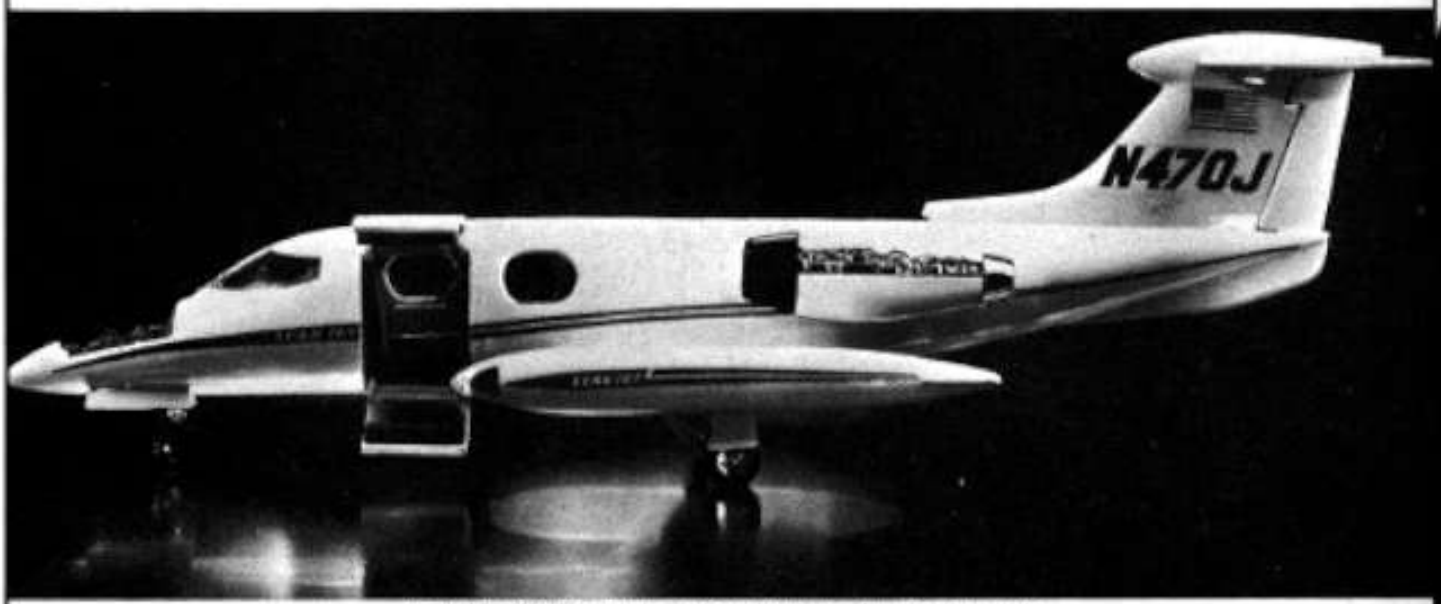
Gloster Javelin. On active duty with the Royal Air Force and one of world's "tough" looking fighters. Kit contains over 40 parts, pilot figure, RAF decals, display stand. **1/72 scale.** **$1.00**

Northrop F-5A. USAF supersonic aircraft in action over Viet Nam. Authentic underwing armament: Sidewinder and Bullpup missiles, bombs. Hinged canopy, pilot, detailed landing gear. **1/48 scale.** **$1.00**

North American OV-10A. Designed specifically for counter-insurgency warfare. Tumable props, two Sidewinder missiles, four bombs, crew figures, hinged canopy, over 80 parts. **1/48 scale.** **$1.00**

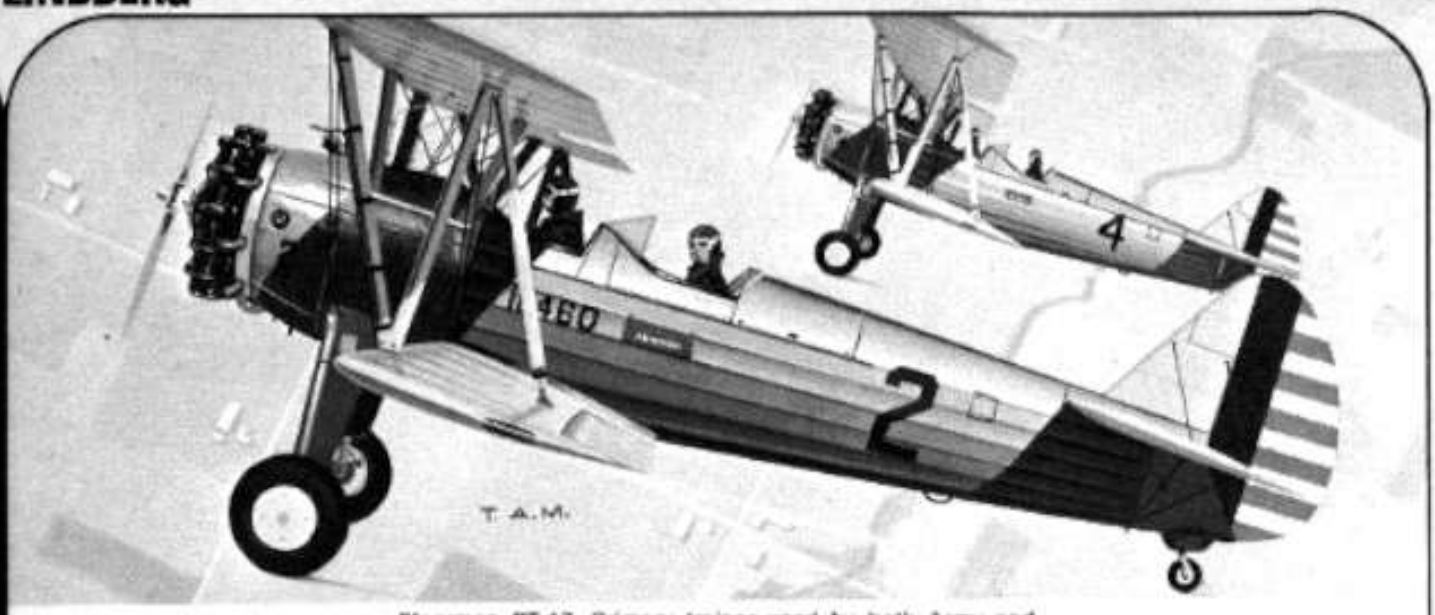
Westland Lysander. Used during WWII to ferry saboteurs and commandos into Europe. Two man crew figures, authentic markings, highly detailed engine, multi section canopy. **1/48 scale.** **$1.00**

IMC



Lear Jet. World's most exciting business jet. Kit is not for beginners. Features removable instrument and engine inspection panels, full interior, pilot, chrome, vinyl tires. **1/48 scale.** **$2.00**

LINDBERG



Stearman PT-17. Primary trainer used by both Army and Navy prior to and during WWII. Kit features electric motor which spins prop, highly detailed engine, colorful decals. **1/48 scale.** **$1.00**

MONOGRAM

Ford Tri-motor. First American commercial transport plane. Detailed radial engines, tumable props, corrugated surfaces, TWA decals from 25th anniversary CAA flight. **1/72 scale.** **$1.00**

HU-16B Albatross. Viet Nam search and rescue plane. Beautifully detailed model features retractable landing gear, drop tanks, three crew and life raft with two survivors. **1/72 scale.** **$1.50**

Douglas AC-47. "Puff the Magic Dragon" is being used in Viet Nam jungle fighting. Molded in jungle green and camouflage spray painted, Vulcan miniguns, rotating wheels, props, decals. **1/72 scale.** **$1.00**

OS2U-3 Kingfisher. May be assembled as a seaplane or landplane. Fully detailed cockpit with two-piece front and rear canopy, wheeled dolly included, bombs, guns, 63 parts. **1/48 scale.** **$1.50**

F8F Bearcat. Kit builds your choice of F8F-1B or F8F-1 version. Also contains drop tank, two bombs, four rockets, pilot figure, control stick, decals, and detailed radial engine. **1/72 scale.** **$.70**

Curtiss P-36A. Builds accurate version of either P-36A or P-36C model. Separate detailed radial engine and cowling, gun fairings and gun barrels, interior, pilot, display stand. **1/72 scale.** **$.70**

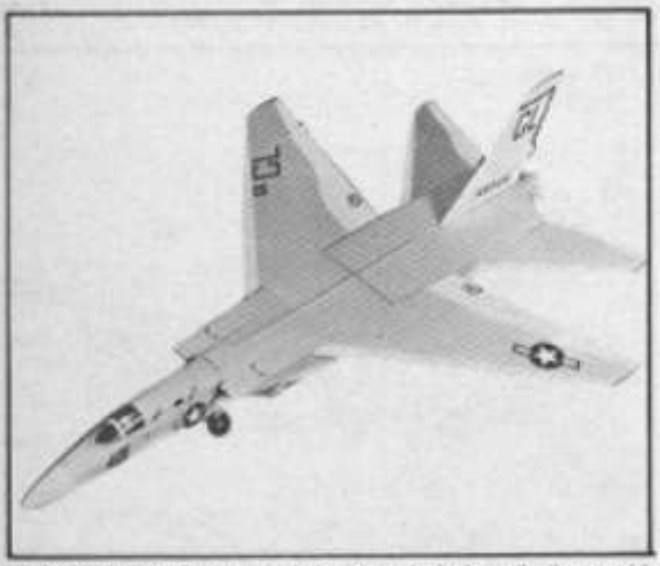
Mustang P-51B. Exacting detail throughout. Assemble with either clear bulged Malcolm canopy or close fitting P-51B version. Detailed cockpit, pilot, matte finish decals. **1/48 scale.** **$1.00**

Mustang P-51B. Smaller scale version with different markings. May be built with either bulged Malcolm canopy or close fitting version. Cockpit features separate seat, control stick. **1/72 scale.** **$.70**

F-105 Thunderchief. Supersonic Viet Nam fighter-bomber. Camouflage spray painted, two-position gear, operating canopy, drop tanks, bombs, and Air Force markings. **1/72 scale.** **$1.50**

UH-1B Huey Armed Helicopter. One of the most versatile combat machines. Molded in jungle green, rotating rotors, pilot figure, four machine guns with ammo belt and canister. **1/48 scale.** **$1.00**

UH-1B Huey Rescue Helicopter. Aerial ambulance for evacuating wounded from combat. Molded in jungle green, rotating rotors, pilot, two stretcher bearers, two occupied stretchers. **1/48 scale.** **$1.00**



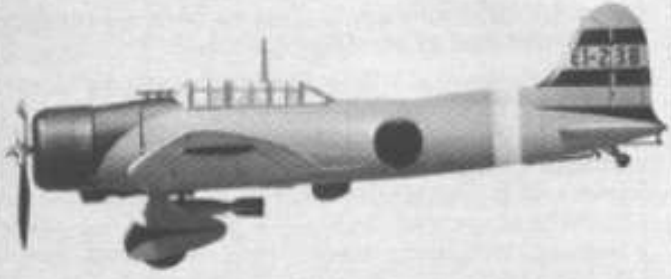
A-5A Vigilante. Largest carrier based airplane in the world. Model is designed for easy assembly with large pieces. Two-position landing gear, pilot, Navy insignia decals. **1/72 scale.** **$1.00**

RB-66A Destroyer. Kit features revolving rear turret with elevating cannon and operating bomb bay doors with bombs positioned inside. Three crew figures, cockpit detailing, clear canopy. **1/72 scale.** **$1.00**

A1-E Skyraider. In use since WWII and now in Viet Nam. Model is molded in colored plastic and includes highly detailed engine, drop tank, two napalm bombs, detailed cockpit. **1/72 scale.** **$1.00**

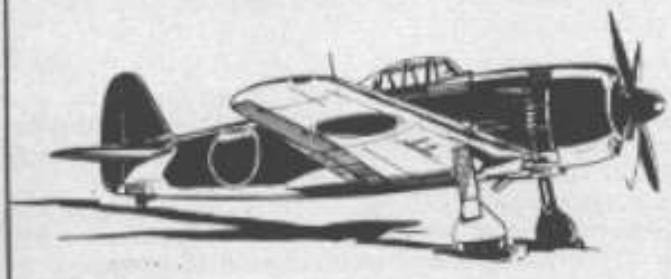
F7F-3 Tigercat. First carrier based plane with twin engines and tricycle gear. Model features include clear plastic canopy, two-position landing gear, display stand. **1/72 scale.** **$1.00**

MRC IMPORT NAME TAMIYA

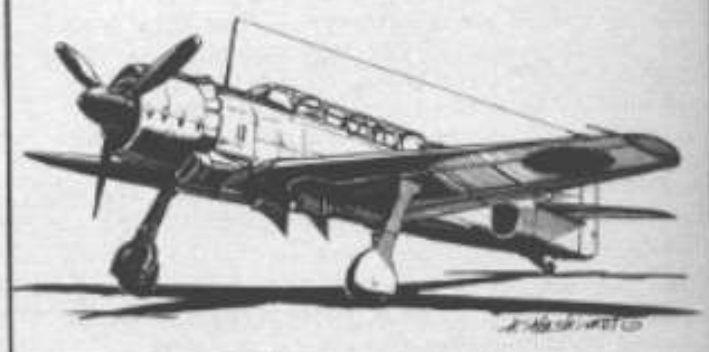


Type 99 D3A1. This carrier based dive bomber was the principal Japanese Navy attack plane. Pilot and co-pilot, detailed engine, small battery powered motor turns prop. **1/50 scale.** **$2.50**

Kawasaki Hien Ki-61-2. Was the only liquid cooled fighter in the Japanese Air Force. Small battery powered motor turns propeller, sliding clear plastic canopy, retractable wheels. **1/50 scale.** **$2.50**



Shidenkai N1k2-J. Reported to be the best Japanese fighter but developed too late for WWII use. Small motor turns prop, drop tank, retractable gear, movable control surfaces. **1/50 scale.** **$2.50**



Saiun C6N1. Japanese Navy carrier based reconnaissance plane. Motor powered propeller, detailed engine, three crew figures, rear gun, retractable landing gear, official markings. **1/50 scale.** **$2.50**

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adhesives

TODAY'S CEMENTS HAVE NEVER BEEN BETTER. HERE'S HOW TO USE THEM CORRECTLY.

No matter what you call it — adhesive, cement or glue — it's your most important tool in the assembly of a plastic kit. While any one of the popular styrene cements can be used for the "straight" assembly of a plastic kit, other types of glue become important when you start custom building or super-detailing. And a model car racer will use still another type. Model Buyer's Guide will give you the straight scoop by acquainting you with some of the best adhesives that are available and how to use them.

When using any type of glue, there are a few simple rules that you should follow. First, all parts to be joined must be free from dirt, wax and grease to make a solid bond. And when attaching vacuum-metalized (chrome) parts, the chrome must be scraped off before gluing. Remember, the strongest bond is obtained only when mating surfaces are smooth and clean. Second, always put on a thin, uniform coat of glue. You'll find, within reason, the thinner the layer of glue, the stronger and more permanent the joint. Third, whenever possible, clamp the parts together until the glue has hardened. Different types of glue have widely varying drying times. If possible, leave the parts clamped over night, even with fast drying cements, especially on a critical joint.

Styrene cement is the basic glue for assembling all plastic kits. Pactra, Revell, Testor and Wilhold are all excellent styrene cements. You'll find they all come in varying consistencies, from thick to watery. It's good to have both (tube and applicator type) handy on your bench for the variety of gluing jobs that will arise during the construction of a kit. Always keep in mind that these cements are made specifically for use with styrene plastic and are not suitable for gluing other materials.

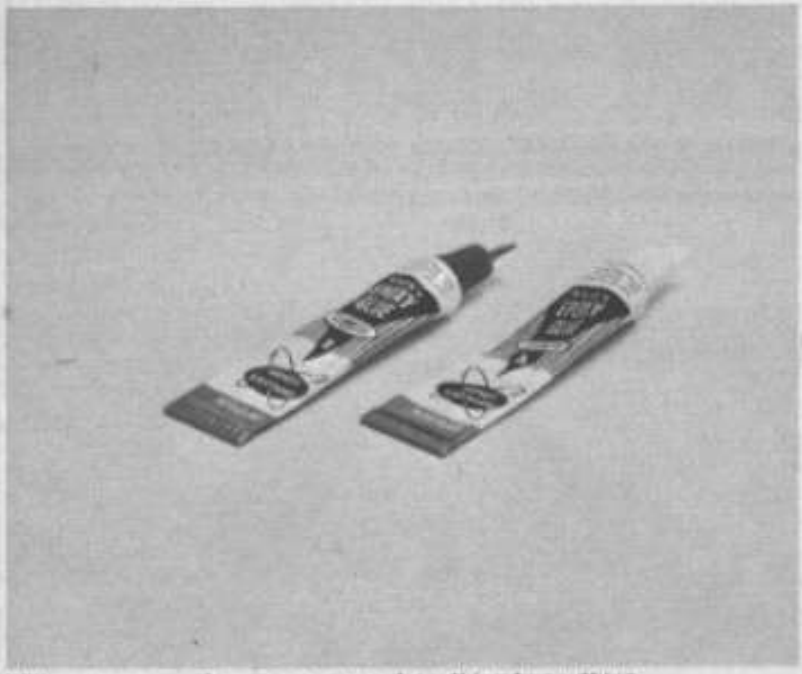
Your biggest problem in building a plastic kit is using too much glue on a joint. When the parts are squeezed together, the extra glue and softened plastic will ooze out of the joint and spoil the exterior finish on the model. And if it gets on your fingers, everything you touch will permanently mar the smooth plastic finish. Therefore, apply only a very thin coat, let dry slightly and mate the parts together carefully. If you get glue on your fingers, wipe them perfectly dry before touching any more parts. When pegs and sockets are provided for assembling two parts, be sure you apply glue to both as these are usually located at strategic points.

There are several other types of cements that you will find useful in model building. Resin emulsion cements Glu-Bird and contact cements (Weldwood) are very handy for a variety of kit building jobs. Glu-Bird dries almost transparent, hence it's excellent for adding windows, canopies, windshields, headlight and tail light lenses and it does not etch plastic or painted surfaces. And while it's wet, you can wipe off the excess glue with a damp cloth. Glu-Bird is also good for installing cloth or leather upholstery and for building up seats, floors and partitions out of card stock. Weldwood contact cement is excellent for cementing metal or other types of material to plastic. For best results, apply cement to both parts, let dry until tacky and then clamp together. You can also use Weldwood to install upholstery and to attach chrome parts without removing the chrome plating. Weldwood will not etch plastic, but it will attack paint, so be careful to position the part right the first time.

Epoxy cement (Klenks) is an all-around type of cement but its best uses are found on model racing cars. It can be used to build-up or repair chassis' (metal or plastic), attach body parts so they won't come off in an accident, rewind armatures and it is not affected by oil. Epoxy cement is slow drying however, so you must let it dry overnight and parts should be clamped firmly in place. Incidentally, use a piece of household aluminum foil to mix your epoxy as there is no way to remove it from a pan or dish.

While there is no one glue for every application, there are several different types that are best for a given job. Select your glue carefully and you'll never have a model fall apart during or after assembly. ■

Plastic styrene cements come in tubes and in bottles with brush applicator. Both types work well and use is a matter of personal preference. However, be sure to use only styrene cement on plastic models and apply sparingly.



With epoxy cements you can cement anything to anything. Once you mix cement and hardener together you must use it in a short time, so plan your work ahead so that as many parts as possible can be glued. Allow plenty of time for hardening.

Emulsion and contact cements can be used for a variety of model building jobs. If you've had problems with gluing clear plastic parts try Glu-Bird, it won't etch the plastic and extra glue can be wiped off with damp cloth. Contact cement is especially good for joining chrome parts on painted surfaces.

Battle of Britain Fighters — Supermarine Spitfire MK-1, Messerschmitt BF-109E, Hawker Hurricane MK-1. All three planes are packaged in one kit and feature five color decals, detailed engine, removable cowl, movable wheels and prop, pilot, two-position gear. **1/72 scale.** **$1.30**

Fighter Aeroplanes of World War I — S.E. 5A Scout, Fokker D-VII, Spad XIII C-1. All three planes are packaged in one great kit. Can be highly detailed. Movable wheels and propeller, pilot figure, official decals for each plane, simulated fabric covered wings. **1/72 scale.** **$1.30**

Pacific Sky Fighters — Grumman F4F Wildcat, Nakajima Hayabusa Ki43-1, P-39 Airacobra. All three planes are packaged in one kit. Official decals, removable cowl, detailed engine, two-position landing gear, clear plastic canopy, movable wheels and propeller. **1/72 scale.** **$1.30**

Fighters of the Pacific — Kawasaki Hien, P-51D Mustang, Nakajima Hayate. All three planes are packaged in one kit. Kit features includes: Movable wheels and propeller, two-position landing gear, pilot figure, official markings, clear plastic canopy, excellent detail. **1/72 scale.** **$1.30**

Air Aces of World War I — Lance Hawker's Dehavilland DH-2, Georges Guynemer's Nieuport 17, Werner Voss' Albatross D-111, Three-in-one kit features the planes of famous pilots. Movable wheels and propeller, pilot figure, official marking for each. **1/72 scale.** **$1.30**

Air Aces of World War II — Glenn Eagleston's P-47D Thunderbolt, Werner Molders' Messerschmitt BF-109E, Eino Luukkanen's Brewster Buffalo. All three planes are in one kit and feature two-position landing gear, pilot figure, clear plastic canopy, official markings. **1/72 scale.** **$1.30**

PB4Y-1. Used by the Navy as a bomber, convoy escort, search and rescue missions. Retractable landing gear, movable control surfaces, rotating turrets, wheels and props. Crew figures. **1/72 scale.** **$2.00**

Polikarpov 1-16. WWII Russian fighter plane was nicknamed the "rat." Removable cowling, detailed engine, two-position landing gear, display stand, clear plastic canopy, decals. **1/72 scale.** **$.60**

Nakajima Hayate. The Hayate was one of the best Japanese interceptor aircraft. Removable cowling, detailed engine, movable wheels and prop, two-position gear, Japanese markings. **1/72 scale.** **$.60**

Brewster F2A Buffalo. Was the first Navy monoplane fighter. Two-position landing gear, removable cowling, detailed engine, pilot figure, clear plastic canopy, official markings. **1/72 scale.** **$.60**

P-40E Warhawk. This American plane was WWII's first production line fighter. Two-position landing gear, pilot figure, movable wheels and propeller, clear plastic canopy, display stand. **1/72 scale.** **$.60**

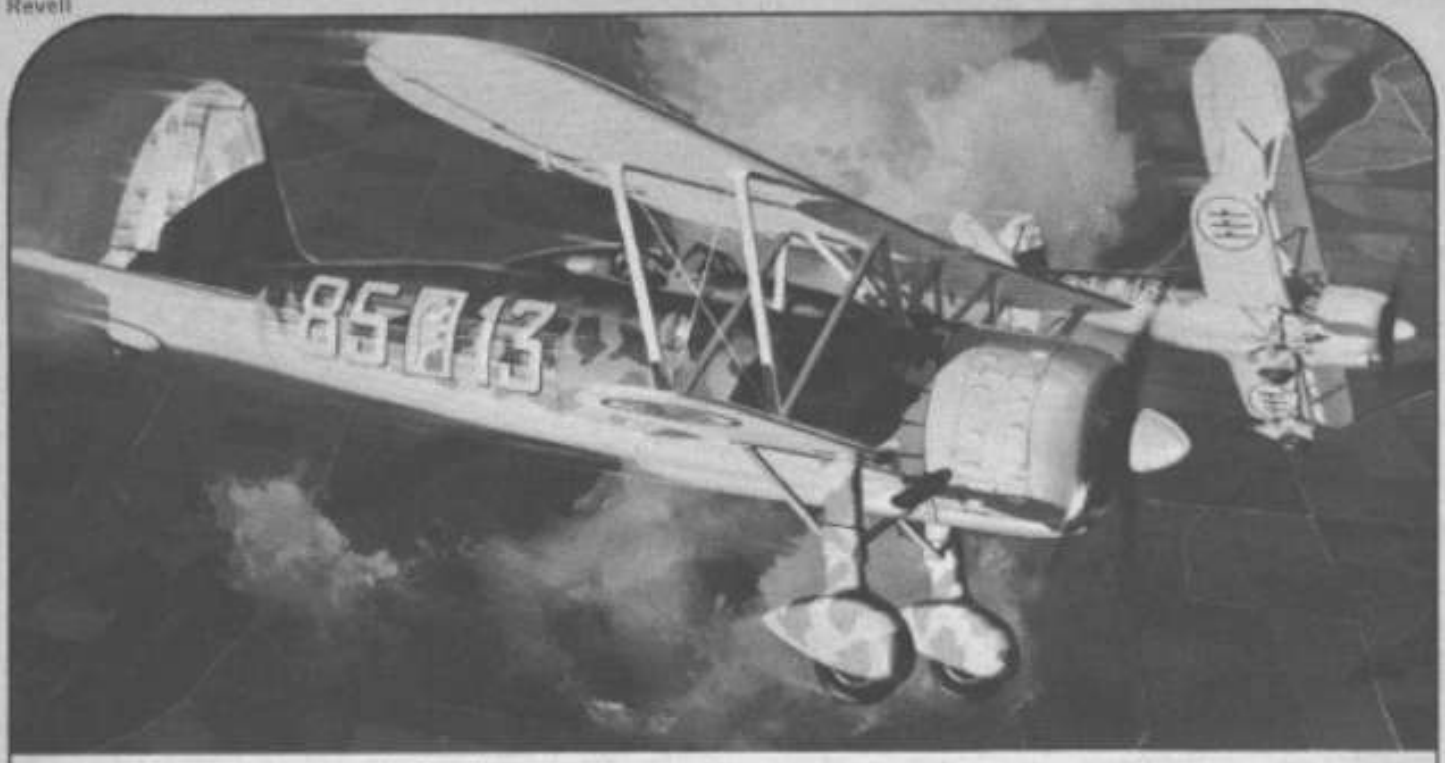
Avro Lancaster MK-1. One of the "classic" English aircraft of all time. Movable control surfaces, retractable landing gear, clear canopy and gun turrets, five crew figures. **1/72 scale.** **$2.00**

Sopwith Camel. This model of the famed Camel bears the personal markings of Canadian Ace, William Barker. Detailed engine, removable cowling, movable wheels and propeller, decals. **1/28 scale.** **$2.00**

Spad XIII. Replica of Frank Luke's Spad in which he destroyed 21 enemy aircraft. Removable cowling, detailed engine, official U.S. Service markings, rotating wheels and prop. **1/28 scale.** **$2.00**

Fokker DR-1. The Triplane was one of the most highly maneuverable planes of WWII. Made famous by Baron von Richthofen. Removable cowling, detailed engine, official German markings. **1/28 scale.** **$2.00**

Grumman F4F-4 Wildcat. U.S. Navy carrier based fighter plane. Removable cowl, detailed engine, two-position landing gear, pilot figure, clear plastic canopy, turnable prop. **1/72 scale.** **$.60**



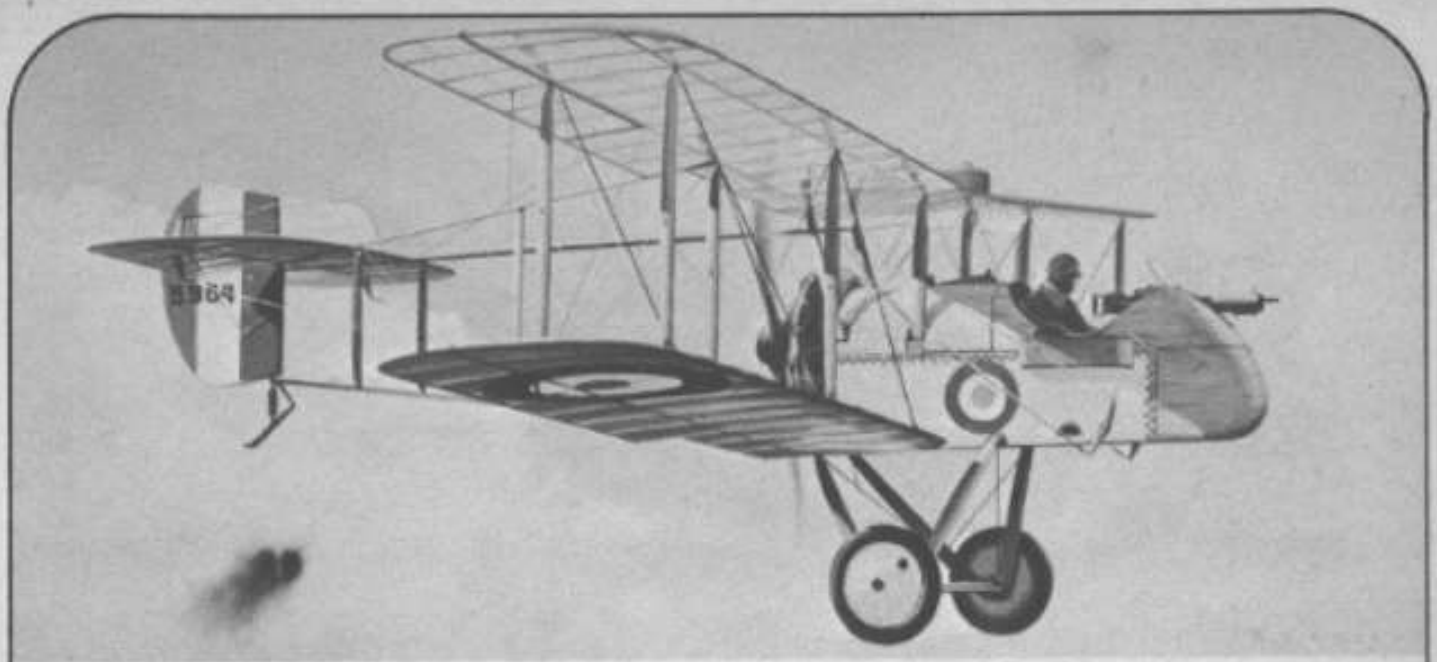
Fiat C.R.42 Falco. Italian WWII fighter. Features removable cowling and detailed engine, movable wheels and propeller, clear windshield, official markings, pilot, display stand. **1/72 scale.** **$.50**

Messerschmitt ME 262A-1a. The latest and most dangerous German Fighter plane of WWII. Detailed pilot figure, two-position landing gear, clear plastic canopy, display stand. **1/72 scale.** **$.60**

Corsair F4U-1D. Historic "inverted gull-wing" Navy and Marine Corps fighter. Movable wheels and propeller, clear plastic cockpit canopy, official U.S.N. markings, pilot figure. **1/72 scale.** **$.60**

PZL P-11c. Gull-winged Polish fighter which fought German Luftwaffe. Detailed engine, movable wheels and propeller, clear plastic windshield, detailed pilot, official Polish markings. **1/72 scale.** **$.50**

Boeing PT-13D Kaydet. World War II trainer for Army and Navy pilots. Kit features detailed engine, movable wheels and propeller, two clear windshields, pilots, stand. **1/72 scale.** **$.50**



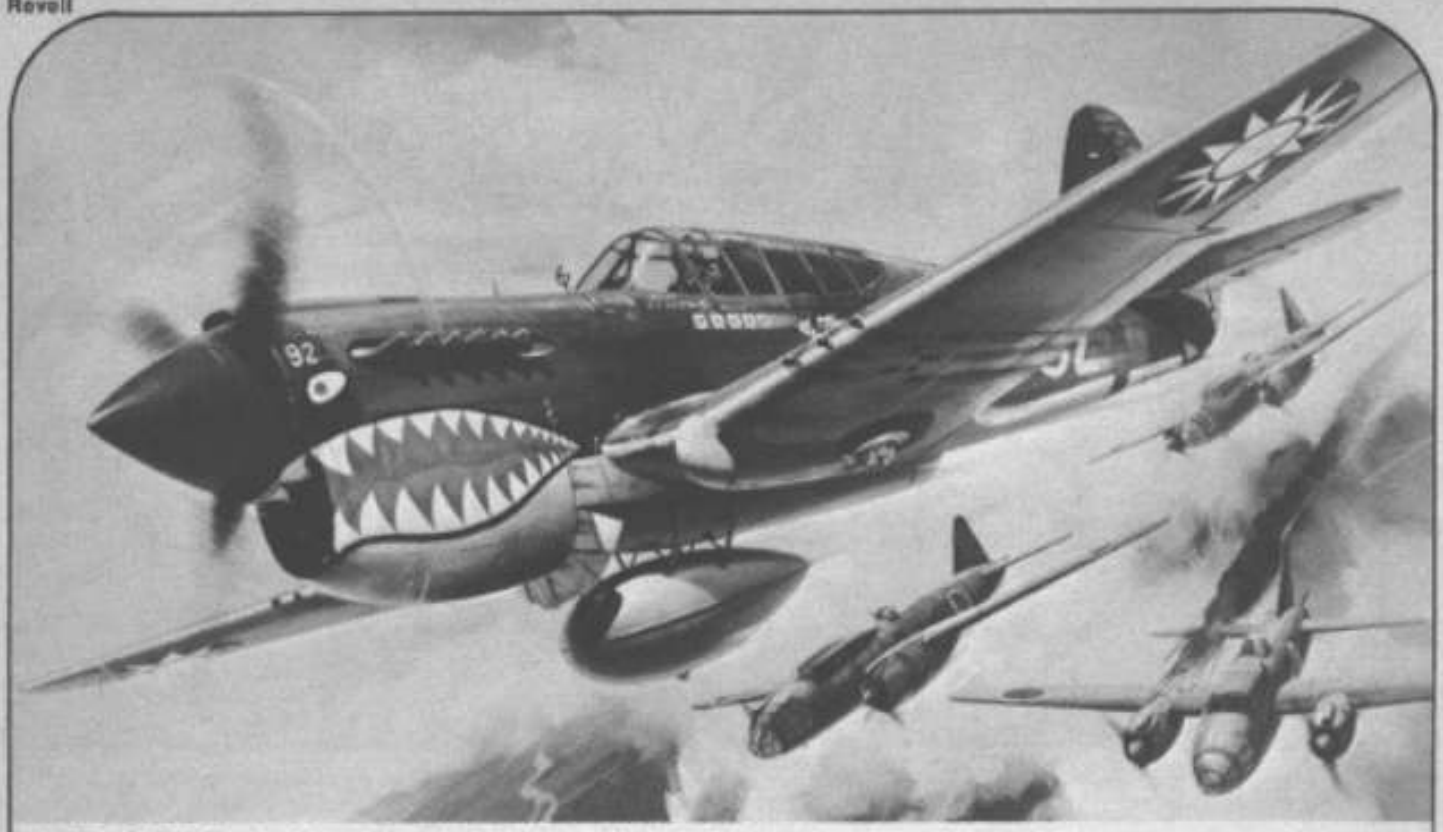
De Havilland D.H. 2. Was the basis of the world's first fighter squadron. Rotating wheels and propeller, detailed pilot figure, forward machine gun, official R.F.C. markings. **1/72 scale.** **$.60**

P-39 Airacobra. Two-position landing gear, pilot figure, official USAF markings, removable side panel and detailed engine, movable wheels and propeller, clear plastic canopy. **1/72 scale.** **$.60**

Nakajima Ki-43 Hayabusa. Warhorse of the Japanese Army Air Force. Removable cowling and detailed engine, two-position landing gear, movable wheels and propeller, official markings. **1/72 scale.** **$.60**

Morane-Saulnier N. This plane introduced the technique of firing a machine gun between the blades of a spinning propeller. Russian markings, pilot figure, display stand. **1/72 scale.** **$.60**

Fokker Eindecker E-111. Featured interrupter gear which permitted firing machine gun through spinning propeller. Movable wheels, prop and rotary engine, German markings, pilot. **1/72 scale.** **$.60**



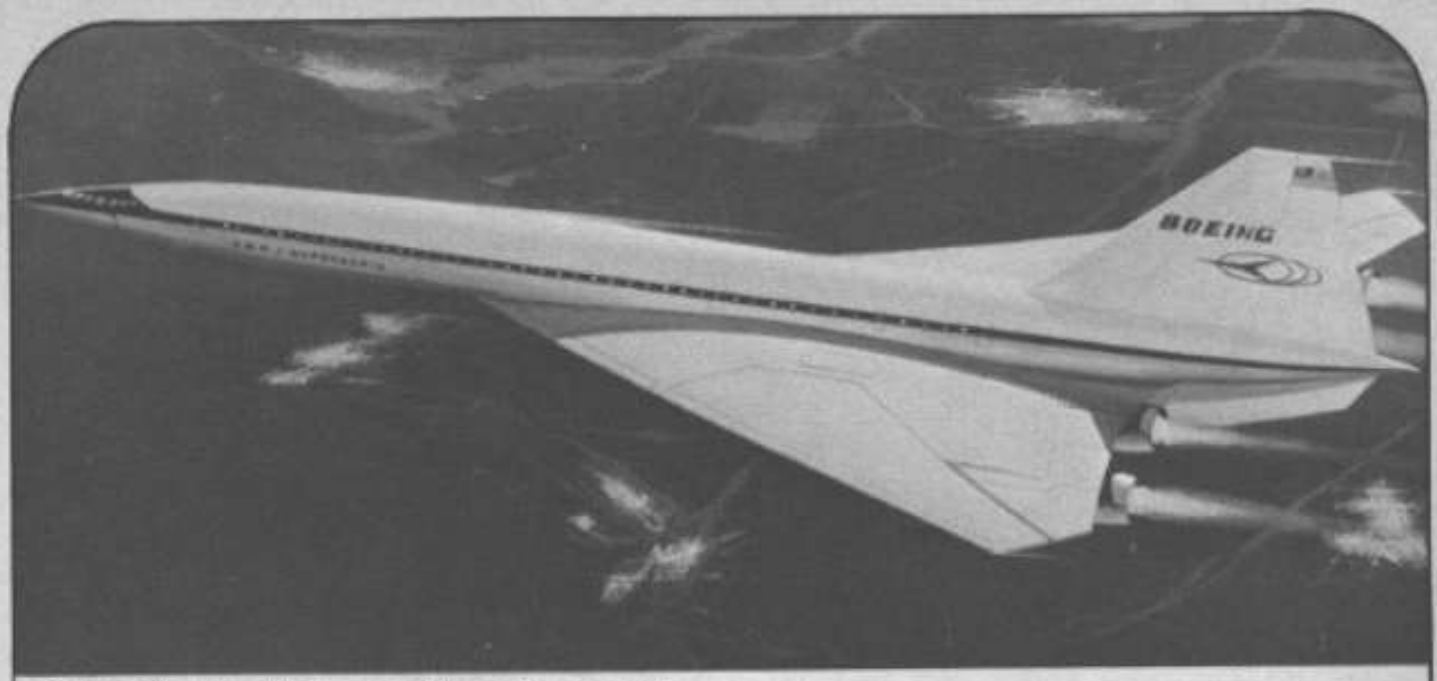
Curtiss P-40E. Removable cowling shows detailed Allison engine, detailed cockpit interior with sliding canopy, retractable landing gear, movable controls, prop, wheels, decals. **1/32 scale.** **$2.00**

Nieuport 17 Scout. Made world famous by the La Fayette Escadrille. Excellent detail, movable wheels and propeller, detailed pilot figure, stand, official French markings. **1/72 scale.** **$.60**

Boeing 707. America's first commercial passenger jet. Detailed fan-jet engine pods, two-position landing gear, opening passenger doors, movable wheels, American Air Lines trim. **1/44 scale.** **$1.00**

990 Coronado. One of the world's fastest commercial jetliners. Four detailed CJ-805 fan-jet engines, passenger doors open, anti-shock pods on wings, official Swissair markings. **1/144 scale.** **$1.00**

Douglas DC-8. United Air Lines Mainliner trim and markings, removable cowlings that show off four detailed JT-3C-6 jet engines, working passenger doors, loading ramp. **1/144 scale.** **$1.00**



Boeing SST. Kit builds two complete models, one with wings in flight position and one with wings extended for takeoff and landing. Also nose is hinged down for visibility. **Length 18".** **$3.00**

S.E.5a. Developed by the British to do combat with the Fokker D-VII. Movable wheels and propeller, authentic surface detail, official British markings, pilot, display stand. **1/72 scale.** **$.60**

Fokker D-VIII. This rugged, powerful German aircraft was one of the most formidable planes of WWI. Movable wheels, detailed pilot figure, textured surface, display stand. **1/72 scale.** **$.60**

Huey UH-1D. Removable cowling shows detailed jet engine, detailed interior, movable rotors and cabin doors, clear cockpit and cabin windows, pilot and co-pilot, official markings. **Length 15".** **$2.00**

B-17F Flying Fortress. Hinged bomb bay doors open to show bomb load, retractable landing gear, movable control surfaces, wheels, guns, turrets, and propellers, 8th Air Force markings. **1/72 scale.** **$1.00**

RAAF F-111C. Swing-wings move for every flight position, retractable landing gear, removable radome reveals detailed radar scanner, detachable crew escape module, crew, decals. **1/72 scale.** **$1.00**

Huey Cobra. Detailed Lycoming T53 engine and transmission, removable cowling, movable rotors, gun turret, hinged canopy, rocket launcher, minigun, crew figures, decals. **1/32 scale.** **$2.00**

Heinkel He 219. German radar equipped night fighter. Radar antenna, hinged engine access panels, two-position gear, movable wheels and props, clear plastic canopy, decals. **1/72 scale.** **$1.00**

Focke-Wulf 200C Condor. Originally designed as a transport, it became Germany's only heavy bomber during WWII. Movable controls, bomb bay doors, wheels and props, bombs, crew. **1/72 scale.** **$2.00**

B-26 Marauder. Participated in all major events of WWII. Removable cowlings and two detailed engines, movable guns and turrets, two-position gear, three crew figures, decals. **1/72 scale.** **$1.00**

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detailing

When it comes to detailing a model, there really is no practical limit to which you can carry this type of work. Your imagination and skill are the only limiting factors. And as you improve your skill with each successive model your technique and resourcefulness will naturally follow with greater detailed models.

You will find lots of areas to apply your detailing skill no matter how many operable features are included in a plastic model kit. Any airplane with an open cockpit lends itself to super-detailing with the addition of tiny gauges, control stick, foot controls and seat. You will also find an older type of plane usually lends itself to further detailing in the struts and wing bracing with thread. Similarly, ships with rigging detail require an infinite amount of work to get that realistic appearance.

When you're out to buy a kit, your first thoughts are that the larger the model the more detail can be added. However, you must remember that the larger the model, the more detail MUST be added to make it look "complete". If you're a beginner, the smaller models can pass inspection without as much detailing. This is not to say that an equal amount of detailing cannot be applied to both large and small models. It just becomes more difficult as the model gets smaller.

While judging many national model contests, Model Buyer's Guide has noted the 'over use' of decals. This is one of the most misunderstood items included in a kit. Many kit builders, especially beginners, feel that they must use every one that the manufacturer gives you. There's nothing further from the truth! The manufacturer is only providing you with enough decals to build the model as it appeared in several variations. Or if you're not building a prototype, but your own design, use only enough to set the model off without looking cluttered.

NEVER OVERLOOK ADDING THAT LAST DETAIL, THESE ARE THE THINGS THAT MAKE YOUR MODELS WINNERS

All of your work leading up to the completion of a model replica should aim for authenticity. Most manufacturers supply information in the kit on the prototype as well as model detailing instructions.

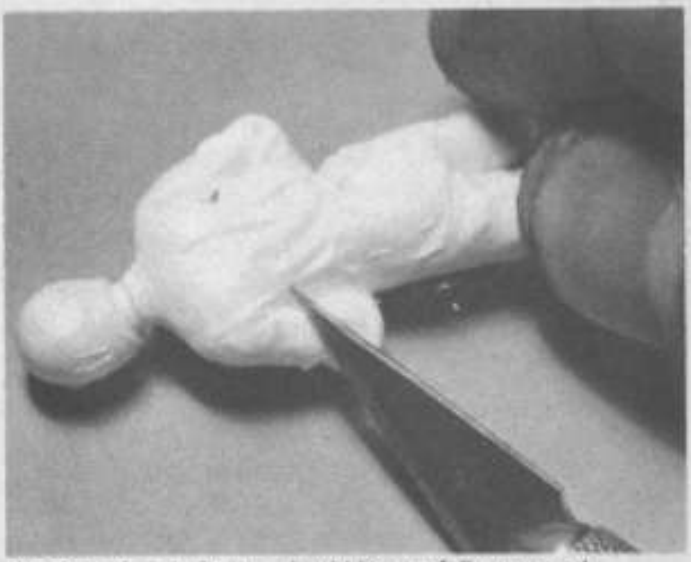
Some specialists may find fault with some of the information, however this is usually a debatable point. A manufacturer works from written information and photographs of a specific prototype at a certain time. From this point in time on, you'll find planes and cars undergo innumerable changes in an effort to improve the breed. This is where you, the model builder must become a 'researcher'. You must hunt up drawings, photographs and information on the prototype you intend to build a replica of. Some information will be difficult to find, but this is all part of the fun in building a detailed replica. And when your model is completed you'll find it a rewarding part of hobby kit building. ■

continued

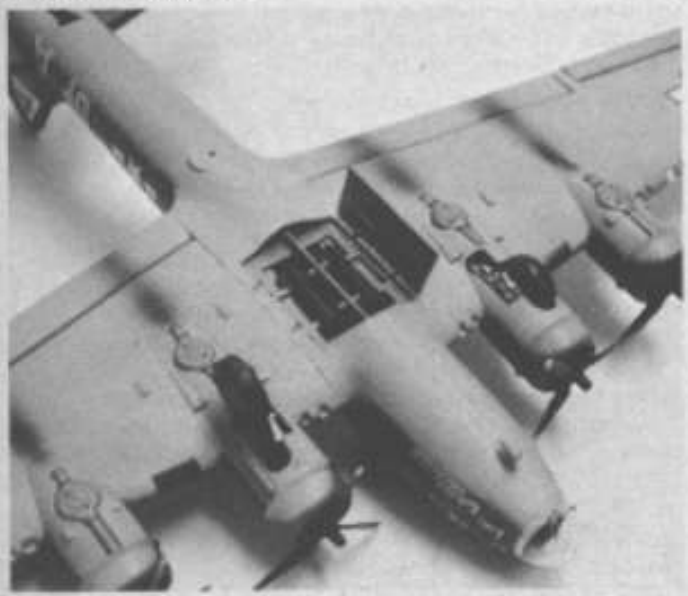
A ship model offers plenty of chance for lots of detailing. The ladders, guns, radar, blocks and masts all need to be painted their individual colors. It's these colors which make your models stand out.

Most ship models come with pre-formed ratlines, however rigging must be done by modeler. This is a must to have ship look complete.

An old plane can be highly detailed in the cockpit, the pilot figure, the open engine and wing bracing wires. Note the fine thread used here.



All types of scale figures should be carefully prepared before painting. Due to their small size it's necessary to clean off flash and molding lines.



An airplane with opening bomb bay doors (left door off for clarity) and retractable landing gear (right wheel up) provide many areas for detailing. Note engine exhaust marks under wing.

Notice the detail that was built into this Skyraider. With the cowl off you can see the engine and the various colors its components are painted. This adds life to an otherwise dull part. Also note slight exhaust streaks on side of fuselage.

The new plastic wheels included in car kits are molded in white and are excellent for adding the detailing shown. Spray the wheels with flat black paint and when dry carefully file off the paint on the raised lettering.

In painting your miniature figures use the "flat" finish type of paints. Flesh color paints are also available. A fine pointed brush is a must for this type of work.

Notice the trunk of this street rod. After the tools were painted they were positioned on the carpet and thin thread was used to simulate the hold-down clamps.

Shown is an interior subassembly fully detailed and completed before installation. Notice how the gauges, chrome trim and name plate have all been highlighted.

If you have a battery that shows, paint it battery color (flat black) file off the paint or add a decal and install the lead-out cables.

Lockheed YF-12A. Holds the world's speed and sustained altitude records. Removable nose shows radar antenna, two-position gear, two nuclear missiles, two crew figures. **1/72 scale.** **$2.00**

B-25 Mitchell. Authentic replica of Doolittle's raiders used in first raid on Tokyo. Full armament, two-position landing gear, detailed pilot, co-pilot and gunner, decals. **Wingspan 12¾".** **$1.30**

B-24J Liberator. One of the most widely used heavy bombers during WWII. Detailed landing gear, pilot and co-pilot figures, movable props, wheels and turrets, colorful decals. **Wingspan 14¼".** **$1.30**

F-105 Thunderchief. Rugged supersonic bomber. Kit features two-position landing gear, hinged cockpit canopy and refueling probe, four bombs, detailed pilot, official decals. **1/72 scale.** **$1.00**

Boeing B-29. This American plane wrote the ending to the Second World War. Full armament, detailed pilot, co-pilot and bombardier figures, official U.S.A.F. markings, display stand. **Wingspan 14".** **$1.30**

Douglas DC-9. Newest commuter plane of the jet age. Official Delta Air Lines decals and markings, movable wheels, two-position landing gear, three-view collector drawings. **Wingspan 8.8".** **$1.00**

Messerschmitt BF-109F. Detailed Daimler-Benz engine, removable cowling, rivet detail, hinged cockpit canopy, detailed cockpit, movable wheels, control surfaces, prop, pilot. **1/32 scale.** **$2.00**

Kawasaki Hien Ki-61-1A. Japanese interceptor with liquid cooled engine. Movable wheels and propeller, two-position landing gear, clear cockpit canopy, official Japanese Air Force markings. **1/72 scale.** **$.60**

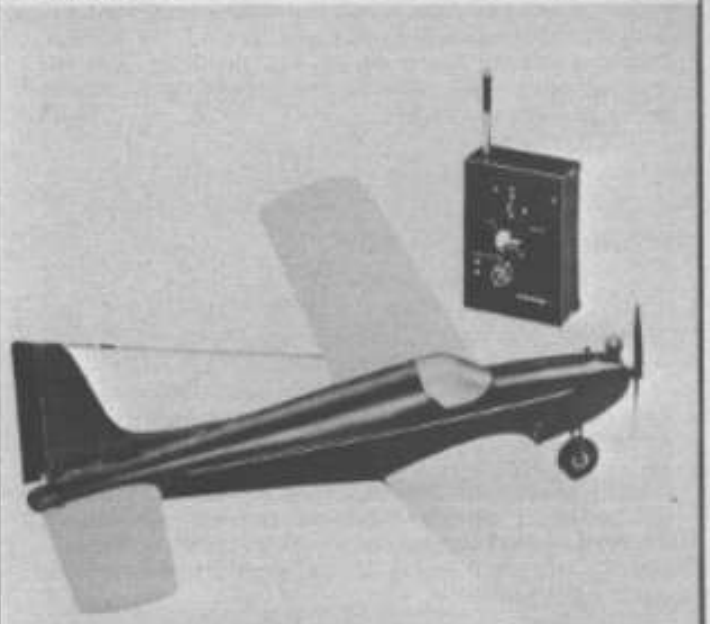
Hawker Tempest Mark V. Fought against V-1 bombs and was fastest RAF fighter. Movable wheels and propeller, two-position landing gear, official markings, pilot figure, stand. **1/72 scale.** **$.60**

British Royal Navy Phantom F-4K. This high performance carrier based aircraft can fly over 1600 mph and 100,000 feet high. Four Sparrow rockets, two-position gear, matte decals. **1/72 scale.** **$1.00**

Supermarine Spitfire MK-1. Removable cowling reveals detailed Rolls Royce engine, retractable landing gear, sliding canopy, super detailed cockpit, movable control surfaces. **1/32 scale.** **$2.00**

Boeing 727. Introduced America to a new generation of jet air travel. Official American Air Lines trim and markings, tail passenger loading ramp, two-position landing gear. **1/144 scale.** **$1.00**

TESTOR



Skyhawk. Here is an exciting new experience in building and flying a radio-controlled model airplane. Everything you need is in the Skyhawk kit and it's just a matter of assembly and go flying. The wing and horizontal stabilizer is made of styrofoam, fuselage is super-high impact styrene and the fin and rudder is balsa. Powered by a .049 engine it's an excellent flyer and a good trainer for more advanced radio control aircraft. Tricycle landing gear. **Wingspan 44".** **$100.00**

ships

There's nothing quite as arousing to the imagination as thoughts of a three-masted clipper ship slicing through the water with all sails billowing in the wind. This, or an aircraft carrier launching her planes into action tend to totally involve the builder.

Certainly, years ago you had to be a master modeler to scratchbuild a three-master with all the intricate rigging and deck details. But now this infinite detail is molded into every part no matter how small, and you can build an excellent model by just taking your time during assembly. Pay particular attention to assembly diagrams and detail each part as indicated in the written instructions.

You'll find some ship model hulls are split down the middle which necessitates gluing the two halves together. Be sure to align both halves carefully, clamp tightly together and allow glue to dry overnight. Still, other hulls are molded in one piece and this type is usually best for a beginner. Also, Model Buyer's Guide has uncovered classified information that you will be given a third choice, with a hull that separates at the water-line. You can build it with a full hull to be displayed on a stand, or with only the top half, to be displayed on a plaster base to simulate the ship riding in the water.

Sizes of ship models vary from about nine to 36 inches, so it's easy to see why we have such a large spread on kit costs. Generally, ship model kits cost from one to 12 dollars.

Most plastic model kits: ships, planes and cars are meant to be painted, however this isn't absolutely necessary if you don't want to take on the extra work. In some kits, the manufacturer molds different parts in various colors so that the completed model presents a very acceptable appearance. But here again, as in all phases of modeling, it's up to you to decide how much time you're willing to spend building a model, and if you have the skill to painstakingly paint every part.

Never before have there been so many ship models to choose from, everything from a Vietnamese war junk to the latest nuclear submarine. And, more new ones are being added to the fleet every day. Manufacturers are continually going overboard to research books, magazine and newspaper articles, current and historical events to bring out the most popular vessels. Moreover, quality is excellent and each new kit seems to have more parts with greater detail. The bigger ship models even have scale crew members. Due to the enormous number of ship models it would be physically impossible for every hobby shop to carry them all. However, most dealers have a copy of every model manufacturer's catalog and you can select your kit from this. Generally, every item can be ordered and received within a few days.

Ship model scales have never been quite clear. A few manufacturers list the scale only on their big, top-of-the-line kits, otherwise, size is referred to in "overall length." One explanation, is that since ships vary so much in size, a small PT boat to a big super carrier, building to scale would become unwieldy. Therefore, a manufacturer proportions the models according to a size that will fit nicely into a collection or on a shelf. But, through all the fog a new "collectors" scale is merging . . . 1/720, which would make a battleship or cruiser in the 12-14 inch length, just right for your shelf-model collection. ■

Bismarck. This battleship was the mightiest German warship of WWII. Sunk by British in 1941. Molded in battleship gray, two-piece hull, detailed deck and guns, official German markings, display stand. **Length 16⅞".** **$1.50**

Scharnhorst. German battleship which played an important role in invasion of Norway. It was sunk in 1943. Kit contains 159 pieces molded in battleship gray, two-piece hull, display stand, decals. **Length 15½".** **$1.50**

HMS Victorious. Helped sink Bismark and served in every Naval theater during WWII. Deck and superstructure details, 10 jets and four propeller aircraft, molded in navy gray, official British markings, stand. **Length 15-3/16".** **$1.50**

HMS Victory. Earned undying fame as the flagship of Lord Nelson at the Battle of Trafalgar. Pre-formed sails molded in white plastic, pre-formed ratlines, detailed deck and hull, display stand. **Length 15⅛".** **$4.00**

Endeavor. Launched in 1768 and used by English explorer Captain Cook. Detailed hull and deck, sails molded in white plastic, pre-formed ratlines, two piece hull, flags, display stand. **Length 11-1/16".** **$3.00**

Russian Guided Missile Submarine. Carries three launching tubes for missiles and 10 torpedoes. Good reproduction, official Russian markings, display stand, exterior detail. **Length 13".** **$1.00**

Sovereign of the Seas. Was reputed to be the most decorated vessel of her time and carried 100 guns. Pre-formed sails, 185 pieces, ratlines, deck detail, guns, display stand. **Length 12".** **$2.49**

USS Forrestal. First of the "canted" deck carriers to handle today's high speed jet aircraft. Official U.S.N. markings, guns, jet planes, helicopters, radar antenna, display stand. **Length 21".** **$2.49**

Wheeler Sport Cruiser. A good model of this popular 65' pleasure craft. Excellent detailing, deck and hull detail, crew figures, clear plastic windows, display stand. **Length 17½".** **$4.98**

Bon Homme Richard. John Paul Jones' flagship. Preformed plastic sails, rigging threads, detailed hull and deck guns, ratlines, detailed crew figures, display stand. **Length 24¼".** **$5.95**

IMS Yamato. One of Japan's largest battleships. Was sunk during battle for Okinawa. Deck and hull detail, guns, rigging, catapult plane, large main parts, stand, decals. **Length 17¼".** **$1.98**

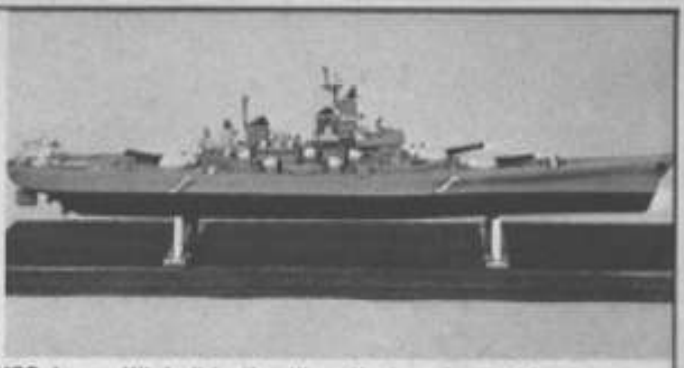
Bismarck. Famous WWII German battleship sank HMS Hood with two hits. Detailed deck, radar domes, movable guns and turrets, observation plane, paint color scheme, display stand. **Length 14½".** **$1.49**

Roman Bireme Warship. Helped to build the great Roman Empire. Detailed exterior, galley oars, full crew figures, pre-formed plastic sails, 117 pieces, display stand. **Length 12½".** **$2.49**

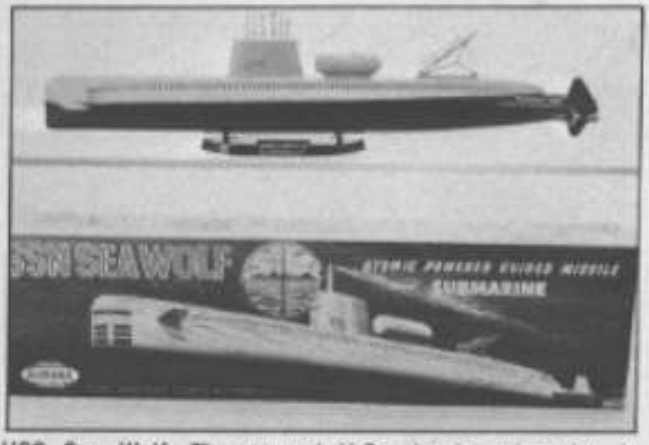
Sea Witch. One of the great clipper ships used in the China tea trade. Detailed hull and deck, pre-formed plastic sails, rigging, ratlines, metal chains, 285 pieces. **Length 26½".** **$5.95**

USS Constitution. "Old Ironsides", the heroic 44 gun frigate that sank four British ships in war of 1812. Pre-formed sails, rigging, life boats, guns, hull and deck detail. **Length 14½".** **$2.49**

USS Enterprise. Nuclear powered aircraft carrier and the eighth ship to bear the name Enterprise. Largest ship of the Aurora fleet, highly detailed, jet aircraft, decals, stand. **Length 33¾".** **$9.95**



USS Iowa. Kit builds the "Iowa" class battleship, latest and largest of WWII Navy. Official U.S.N. markings, full deck detail, two catapult planes, movable turrets, stand. **Length 17½".** **$1.49**

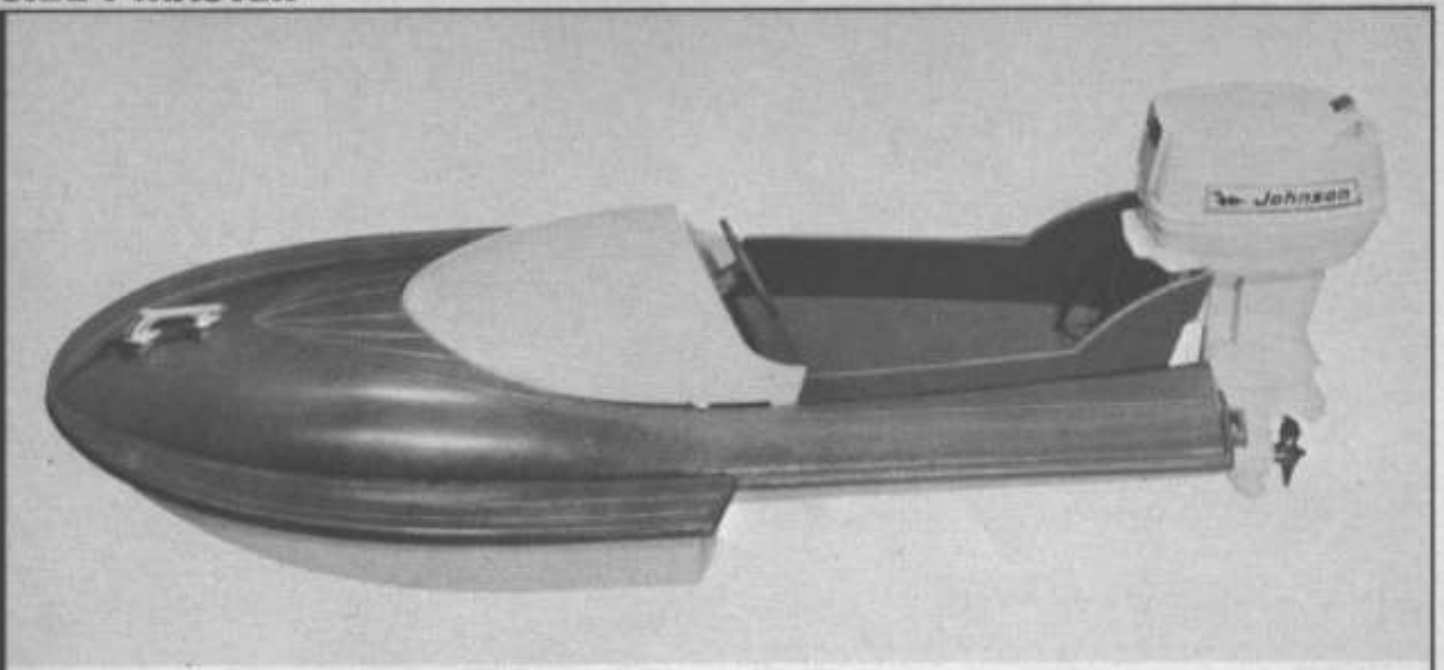


USS Sea Wolf. The second U.S. atomic submarine is capable of traveling 60,000 miles without refueling. Exterior detail, missile tank, guided missile platform and missile, stand. **Length 16".** **$1.00**

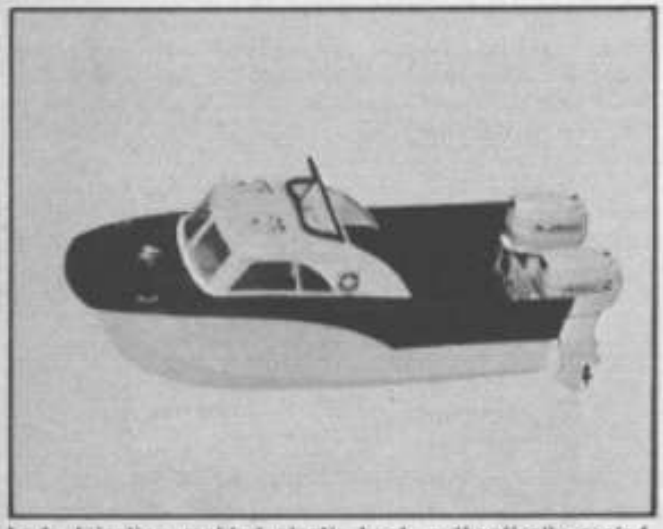
German U-Boat. German submarines like this U-boat sank 23 million tons of allied shipping during WWII. Exterior detail, forward gun, bow net cutter, official markings, stand. **Length 14½".** **$1.00**

USS Hartford. Launched in 1858 and was the flagship of Admiral Farragut. Pre-formed sails, metal chains, ratlines, rigging, deck detail, life boats, decals, display stand. **Length 26¼".** **$5.95**

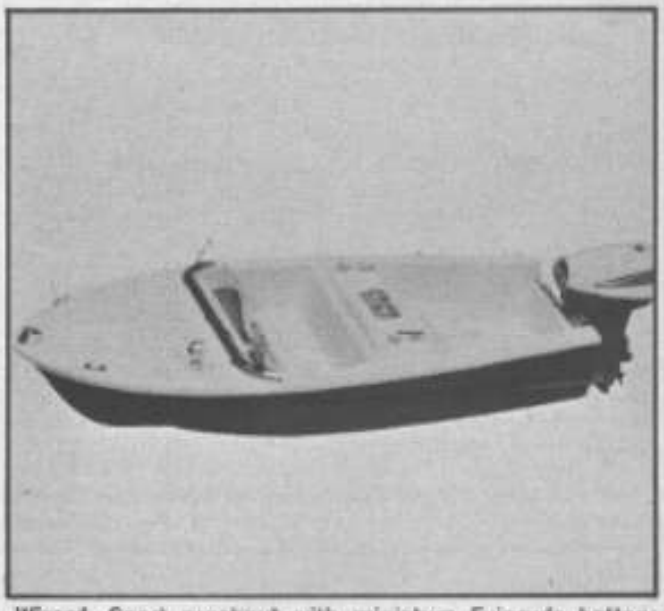
Viking Ship. Used by the bold, adventurous Vikings as they roamed the seas attacking coastal towns. Full crew figures including oarsman, sail, oars, shields, decals for shields. **Length 12".** **$1.98**



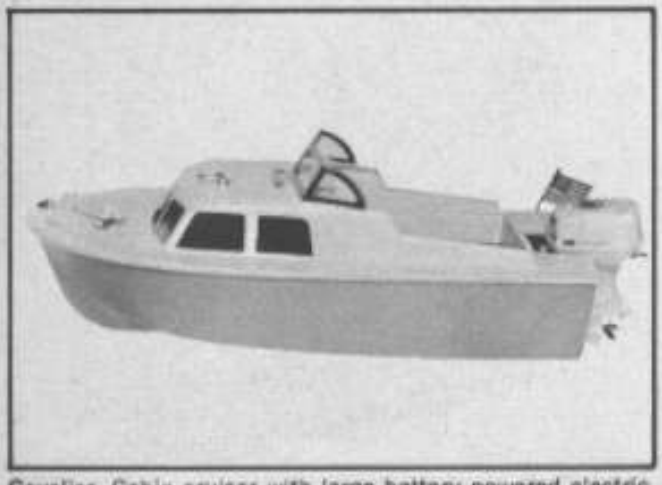
Sea Siren. Racing hydroplane with battery powered electric outboard motor. Can be set to run in a circle or straight line. Fast, unsinkable, colored injection molded plastic. **Length 13".** **$4.00**



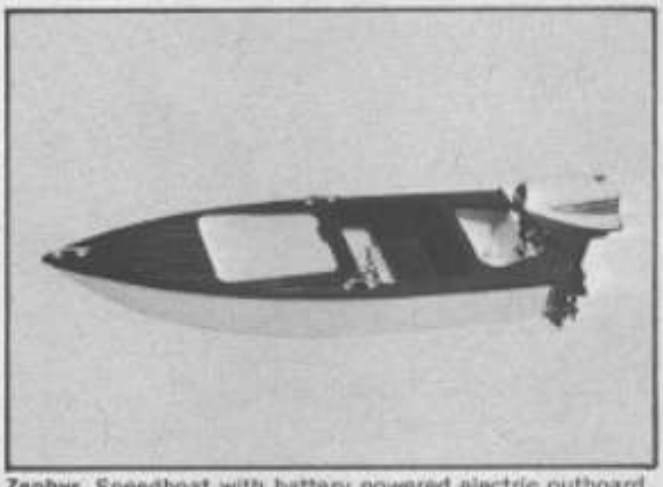
Lark. Injection molded plastic boat, authentically scaled and unsinkable. The Lark is a catamaran cabin cruiser with twin outboard engines. Battery powered electric motors. **Length 13".** **$8.00**



Wizard. Sport runabout with miniature Evinrude battery powered electric outboard motor. Injection molded plastic, authentically scaled, unsinkable hull, motor is guaranteed. **Length 15".** **$5.00**



Cavalier. Cabin cruiser with large battery powered electric outboard motor. Unsinkable injection molded plastic, authentically scaled, motor is guaranteed, highly detailed. **Length 18".** **$10.00**

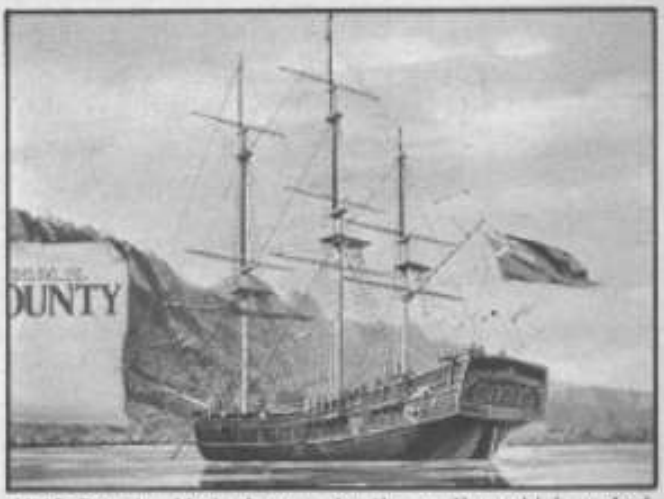


Zephyr. Speedboat with battery powered electric outboard motor. Fast, unsinkable and injection molded. Lots of fun, can be set to run in circle or straight line, motor is guaranteed. **Length 13".** **$4.00**

Flying Cloud. Fast American clipper ship which brought goods and tea from the Far East. Detailed hull and deck, full rigging instructions, molded in three colors, ratlines, stand. **Length 10".** **$1.50**

HMS Victory. Famous British man-o-war commanded by Lord Nelson. Pre-formed white plastic sails with built-in billow, pre-formed ratlines, deck and hull detail, flags, display stand. **Length 9⅝".** **$1.50**

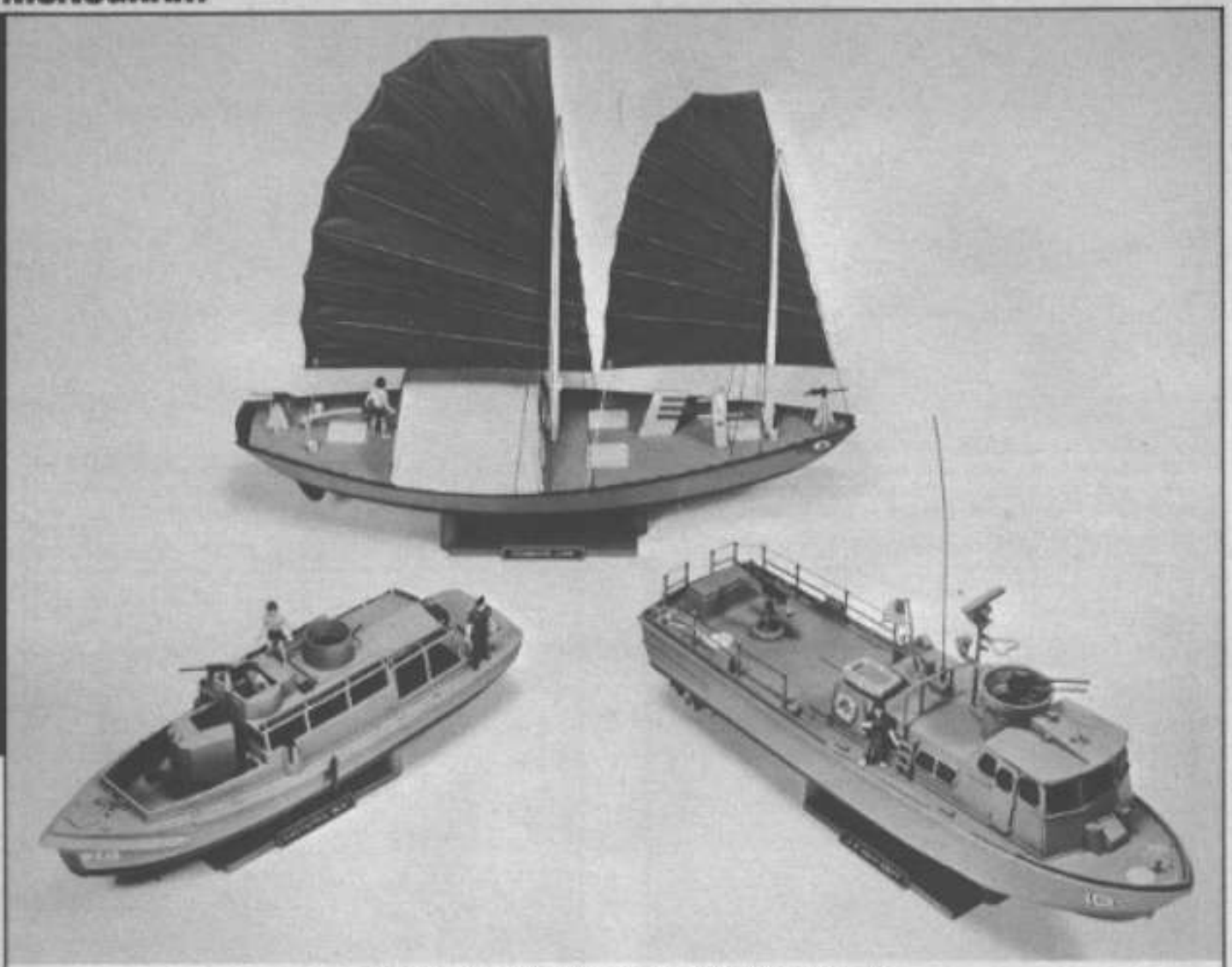
Santa Maria. The ship that Christopher Columbus used in his history making voyage. Pre-formed white plastic sails, molded ratlines, parts molded in three colors, decals. **Length 9".** **$1.50**



HMS Bounty. Made famous by the mutiny which rocked this British ship during the 18th century. Parts molded in three colors, pre-formed sails, molded ratlines, display stand. **Length 9".** **$1.50**

Wappen Von Hamburg. Replica of the German escort ship. Kit contains over 400 detailed parts molded in four colors, ratlines, movable crossmasts, pre-formed sails, movable rudder. **Length 16".** **$2.98**

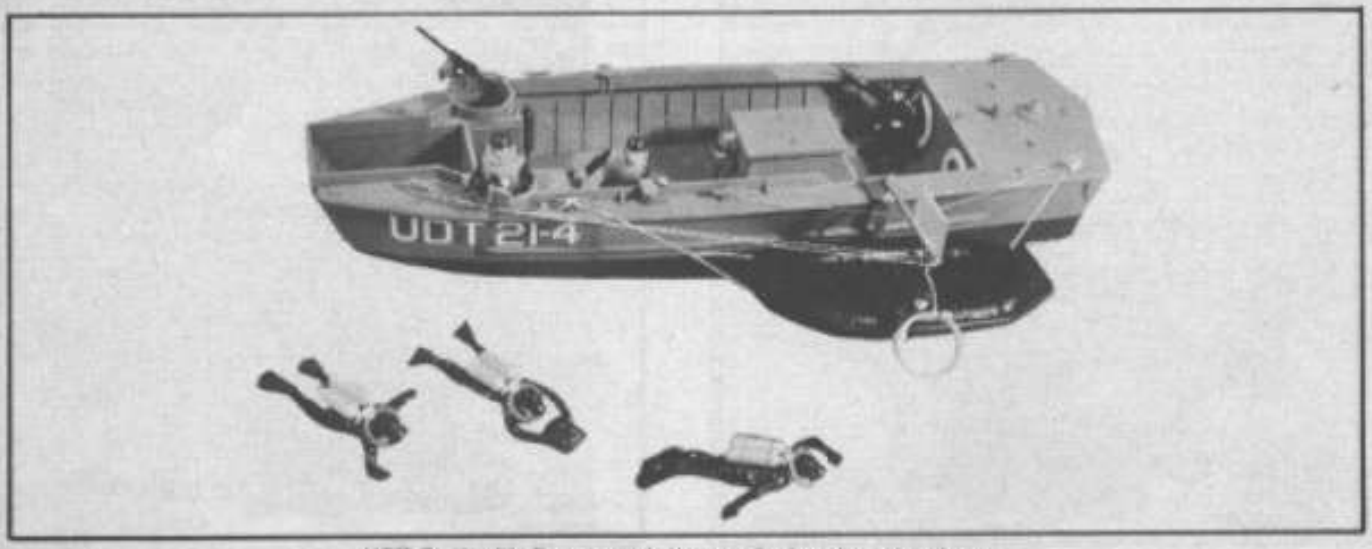
LaFiore. French sailing frigate. Pre-formed white plastic sails, molded ratlines, 30 cannons, hinged hatch doors, movable crossmasts, detailed crew members, four color parts. **Length 15".** **$2.98**



Command Junk. Vietnam coastal surveillance junks are armed with hand-to-hand combat weapons. Kit features vacuum formed sails with built-in billow, crew, guns, display stand. **1/48 scale.** **$3.00**

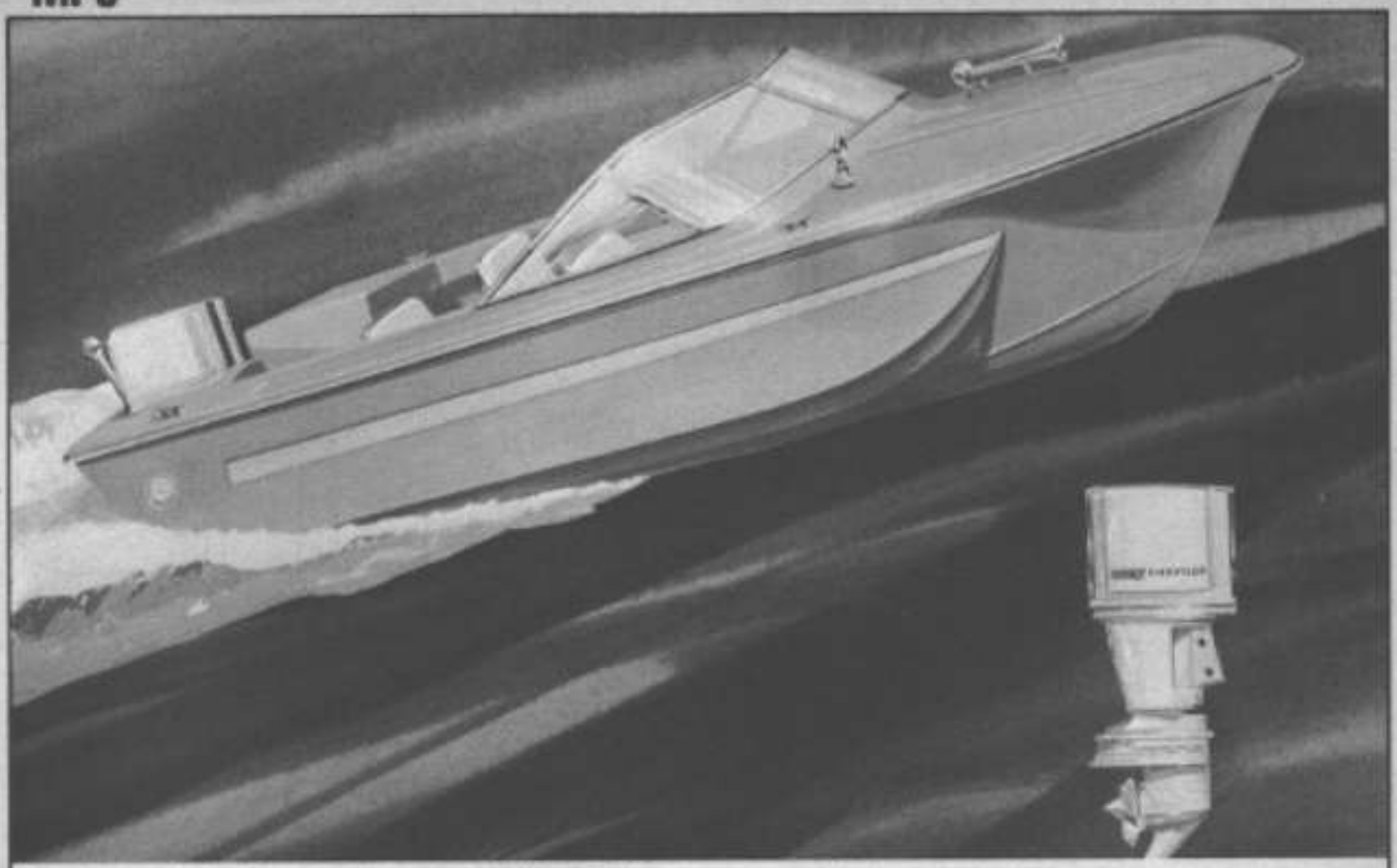
RAG Patrol Boat. River Assault Group boats are used to patrol rivers of Mekong Delta. Features rotating machine gun, highly detailed crew members, authentic markings, stand. **1/48 scale.** **$2.00**

Swift Patrol Boat. Used to patrol Vietnam coastline. Rotating front gun, movable machine guns, authentic markings, one-piece hull, crew figures, display stand, lots of detail. **1/48 scale.** **$3.00**



UDT Boat with Frogmen. Action packed underwater demolition team set with landing craft, raft, two crew and five frogmen. Removable hatch shows detailed engine, movable guns. **Length 11".** **$2.00**

MPC



Chrysler Hydro-Vee Charger. Kit can be built to be displayed or run in water. Miniature battery powered Chrysler outboard motor, injection molded plastic, includes trailer. **1/18 scale.** **$4.00**

PYRO

Gloucester Fisherman. Very fast early day fishing schooner. Kit features detailed hull molded in brown wood grain, molded white plastic sails, detailed deck, molded ratlines, display stand. **Length 10".** **$1.00**

HMS Ark Royal. The first of several ships to bear the name of Ark Royal. The hull is molded in brown with wood grain, white plastic sails with built-in billow, cannons, pre-formed ratlines, official markings, display stand. **Length 10".** **$1.00**

Chinese War Junk. The pirate of the China Sea. Kit features highly detailed hull and deck, bamboo boarding poles, hinged stern door opens on two Bofor guns, preformed white plastic sails, brown wood grain hull, display stand. **Length 10".** **$1.00**

USS Constellation. U.S. Navy frigate built to fight Barbary pirates. Now a public memorial at Ft. McHenry in Baltimore Harbor. Brown wood grain hull, cannons, pre-formed white plastic sails, molded ratlines, display stand. **Length 10".** **$1.00**

continued on page 64

painting

Plastic models require the use of a special type of paint for a good finish, just as they require a special type of cement for construction. These paints are marked as such and you should never attempt using another type unless you have tested it first.

But before you do any painting there are a few procedures which should be followed for the best possible finish, First, all work must be completed so that as little handling as possible is done after painting. Complete all assemblies and subassemblies that are to be painted the same color. Naturally, parts that are not to be painted (clear plastic windows etc.) should not be attached at this time. Second, when you're ready to paint, wash the model under warm running water using a mild soap (not a detergent) to remove the oils transferred from your hands. Dry the model thoroughly with a soft paper towel (do not use a cloth that sheds lint) and try not to handle it on the surface from now on. Third, just before painting wipe over the model with a painters "tack rag" (available at most paint stores). This will remove that last speck of dust that will otherwise spoil your flawless paint job.

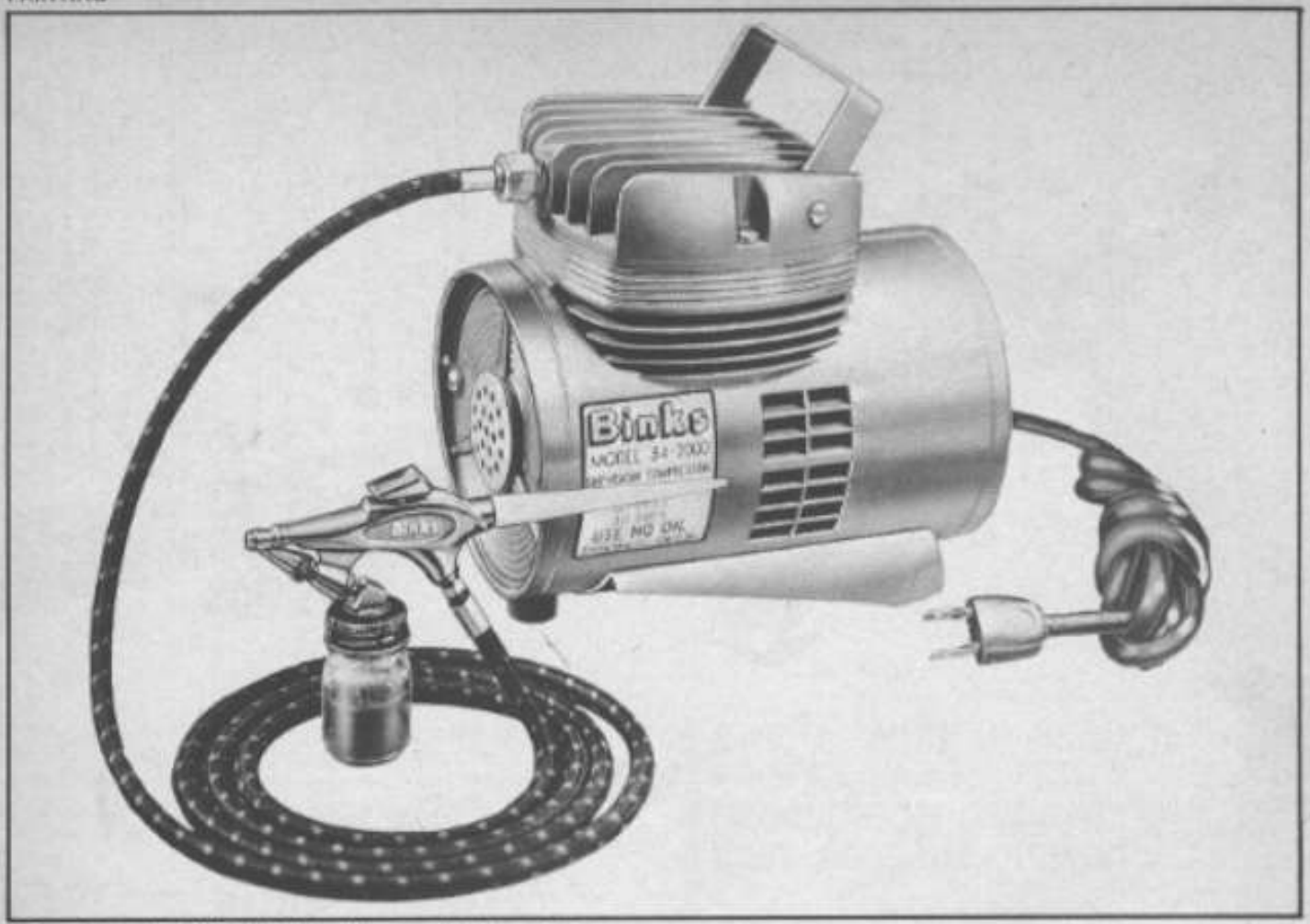
When painting your model, always paint in a warm, dry place to get the best possible gloss or flat finish whichever the case may be. If you're using spray paint, hold your model about 12 inches from the point of spray and make smooth, even passes over the model. Start spraying just in front of the model and continue an even spray until completely past. Spray only light coats, waiting several hours between additional coats. Two or three light coats produce a better finish than one heavy coat, especially on plastic. If you're using a brush, use only a high quality brush and make light, smooth strokes. Test the paint first and if it seems thick, don't hesitate to thin it out, but use only the same manufacturers thinner as some brands are not compatible with others. After applying the final coat, let your model dry at least 24 hours before handling. This rule applies to lacquer paint too. It may feel dry to the touch, but it hasn't hardened and if you handle it sooner it's possible to pick up some finger impressions. It's best to allow enamel paints to dry even longer.

PLASTIC MODELS REQUIRE PROPER PAINTS AND PROCEDURES FOR THE BEST POSSIBLE RESULTS

There are literally hundreds of colors to choose from, both in spray cans and bottles. And, if you like to experiment, many custom colors can be obtained. If you like to use spray cans, spraying one color over another can produce some beautiful effects. For instance; a pearl over any solid base color makes a deep lustrous paint job. Naturally, if you have an air brush you're unlimited as to tints and custom mixtures. The air brush makes spraying easier, because it scales down the amount of spray to the size of your model. Even the smallest parts can be sprayed with a professional finish as well as fogging (a special highlighting trim), two-tone, flames and camouflage.
Much has been said and written about paints and painting, but it is the model builder who must develop his own skill in this area. A method that works for one may not work for another. There are advantages to many methods, but the actual quality of a paint job depends more on your skill than the method of application. Painting is one of the most important steps in model building and no model really looks complete without paint. A beginner should take his time on all steps, follow the rules carefully and perfect paint jobs are sure to follow with experience. So remember, no matter how good you build your model, the paint job is the first item that's noticed. ■

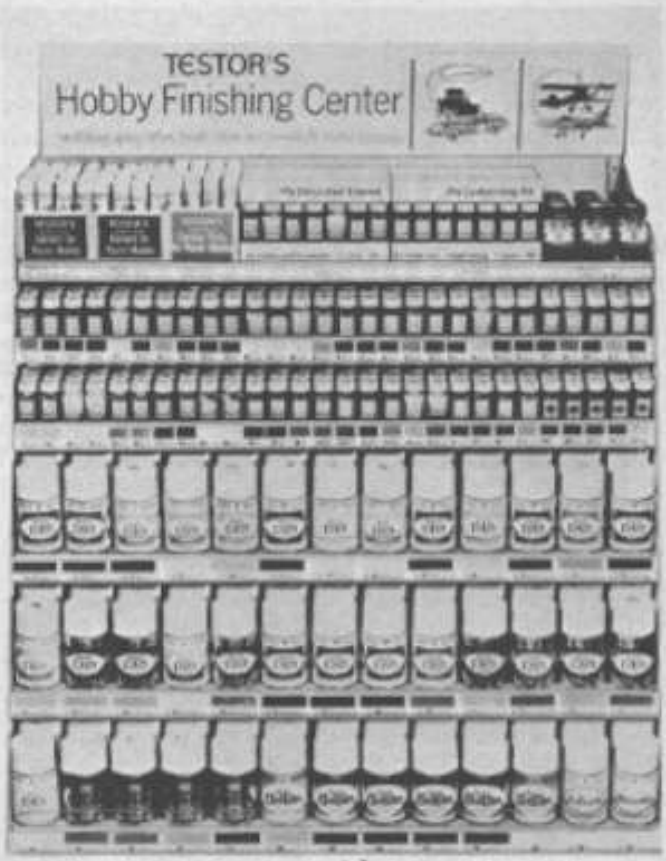
Revell has two paint sets — Flat Naval Ship Paint and Flat Camouflage Paint, both excellent for this work. **Set, $1.25**

A less expensive Binks air brush outfit consists of Binks Wren Pak (compressed gas in can), air brush, hose and fittings. **$24.55**



Binks air brush outfit is ideal for all types of hobby painting for a professional finish and especially for camouflage effects. Set includes compressor, air brush and hose. **$62.35**

Pactra makes spray paint in Soft-Spray 'Namel and Spray Lacquer. You have your choice of primer, metallic undercoaters, candy, metallic, flat clear and many special shades. **$.69**



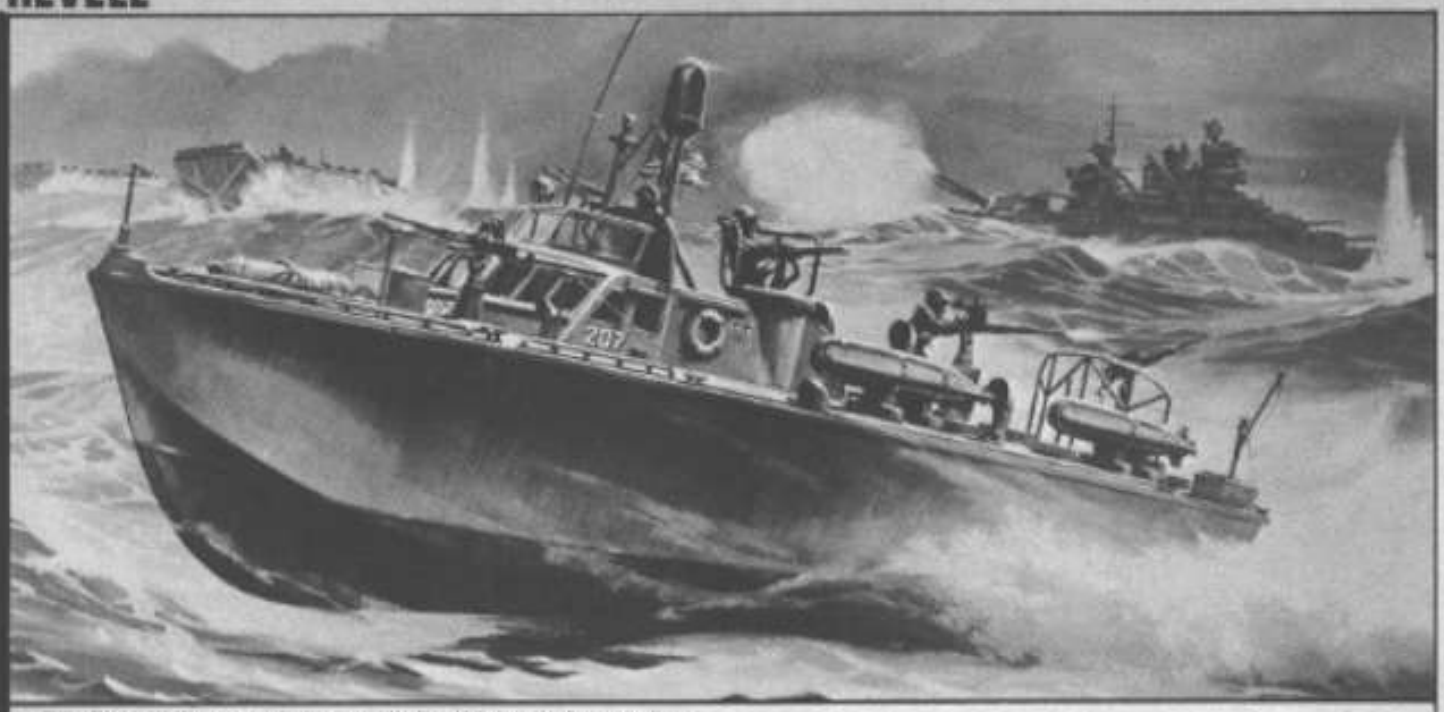
Testor's has a wide variety of spray and bottle paint to choose from. Available in solid, metallic, clear, flat and many custom colors. **Bottle, $.15. Spray, $69**

AMT Custom Spray Lacquers are made especially for plastics and are extremely fast drying. Available in solid, kandy metal-flake and metallics. **$.69**

Body Shop Lacquers by Pactra are available in popular International Racing Colors. Paint is fast drying. **Set, $.98**

Wren air brush sets from Binks include air brush, three color bottles and hose. Extra bottles are available with air tight cap so that mixed paints may be stored. **Set, $22.85**

Pactra Military Flats are perfect for ship and plane detailing. Authentic color and fast drying. **Set, $1.39**

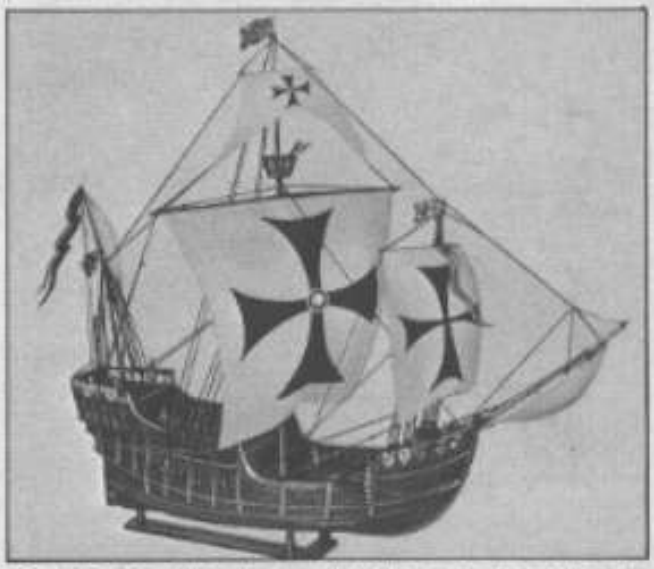


PT Boat. Nicknamed "mosquito", this speedy wooden torpedo boat could buzz in and out of the target. Features torpedoes, machine guns, three detailed crew figures, display stand. **Length 9".** **$1.00**

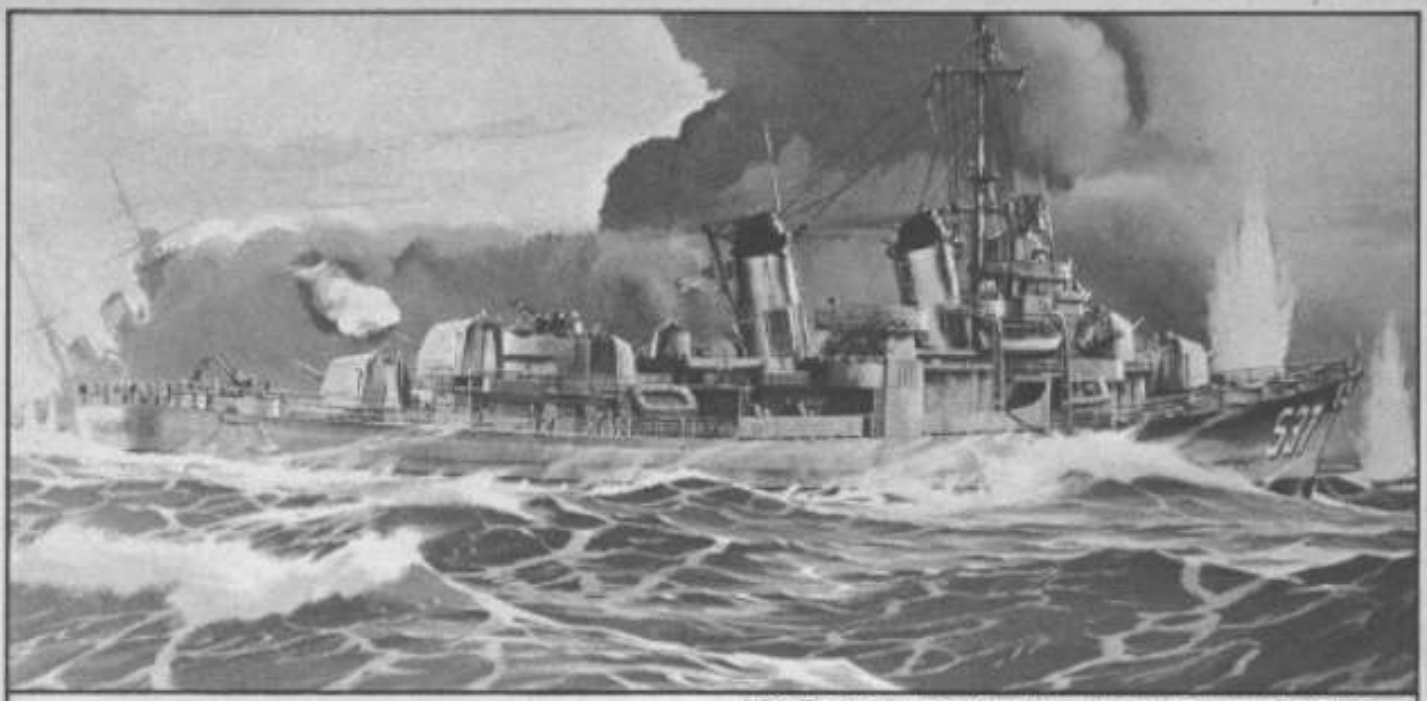
USCG Cutter Eagle. This ship is the present day training ground for U.S. Coast Guard Cadets. Pre-formed white plastic sails, rigging thread, detailed deck and cabins, rat lines. **Length 13¾".** **$3.00**

USS Independence. One of the largest vessels afloat. Colorful flag sheet, official U.S.N. markings, 18 scaled aircraft, deck detail and aircraft handling equipment, display stand. **Length 23".** **$4.00**

USS Essex. First carrier equipped with Grumman Hellcat. Now equipped with jets and helicopters. 27 scaled aircraft, deck equipment and crane, official U.S.N. markings. **Length 20".** **$3.00**

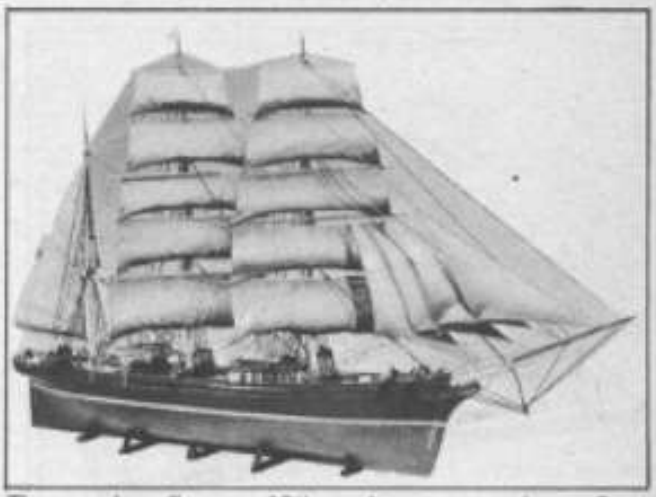


Santa Maria. Faithfully reproduced in a handsomely crafted model. Hull detail, contoured white sails, full rigging, ten guns, water casks, ladders, pennants, colorful decals. **Length 11¼".** **$3.00**

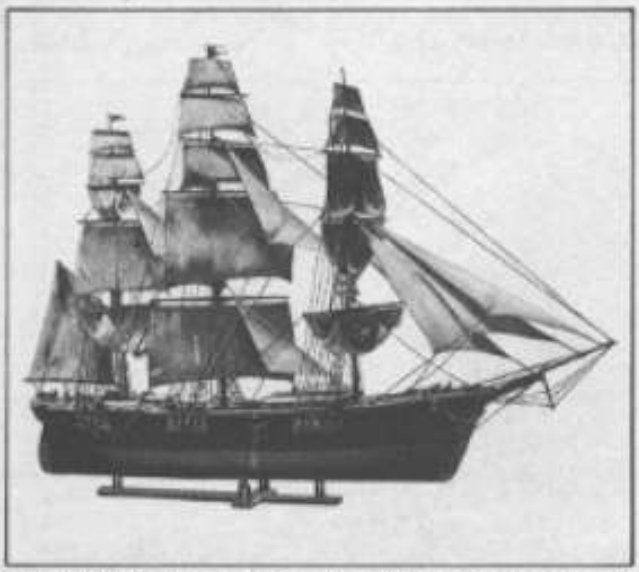


USS The Sullivans. Named for five Sullivan brothers who died together on cruiser Juneau. Movable gun turrets and torpedo tubes, detailed radar scanner, colorful flag sheet, decals. **Length 13¾".** **$1.50**

McHale's Navy PT-73. Replica of the PT boat made famous by the popular TV series. McHale and his crew figures, detailed decking, torpedo tubes, guns, Navy markings, stand. **Length 12".** **$2.00**

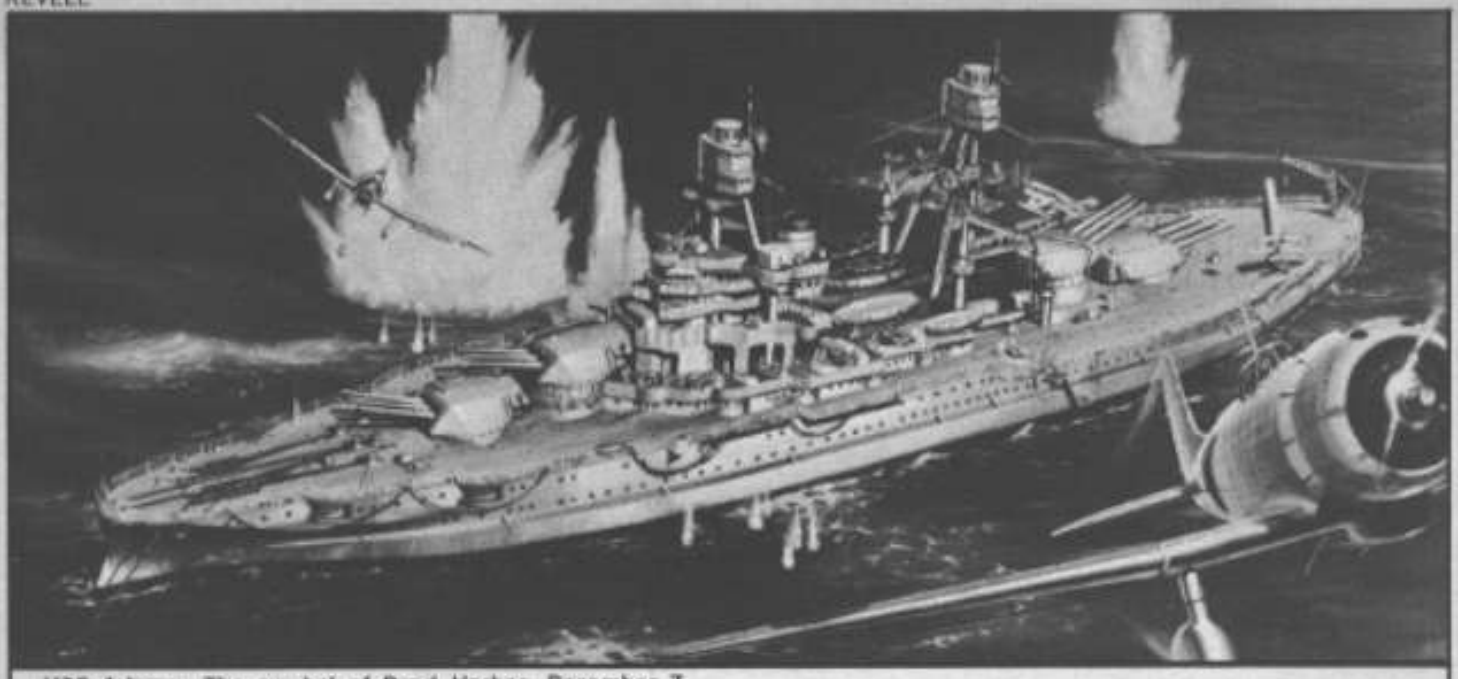


Thermopylae. Famous 19th century square rigger. Pre-painted hull, molded ratlines, pre-formed sails, movable rudder, yards, boom, hatch cover, cargo hold details, 20 crew. **Length 36".** **$12.00**

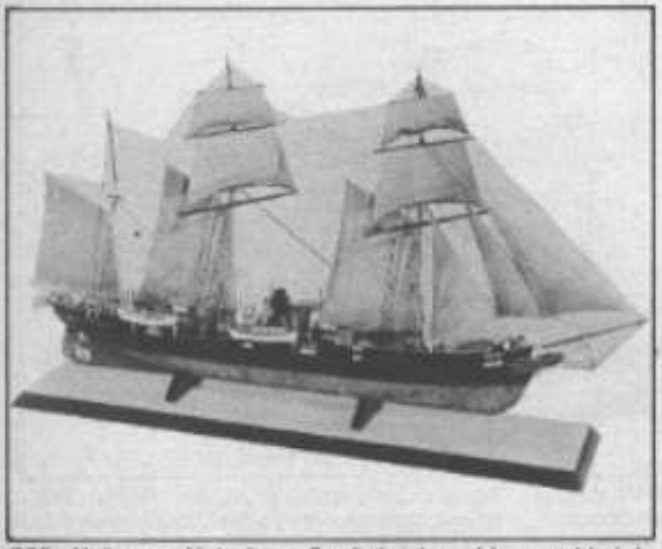


Flying Cloud. Set clipper record from New York to San Francisco in 89 days. Pre-painted hull, 21 pre-formed sails, movable booms and yards, molded ratlines, rigging, stand. **Length 12".** **$3.00**

USS Coral Sea. World War II carrier with latest jet aircraft and plane handling equipment. 26 scaled aircraft, colorful flag sheet, official U.S. Navy markings, includes display stand. **Length 21½".** **$3.00**

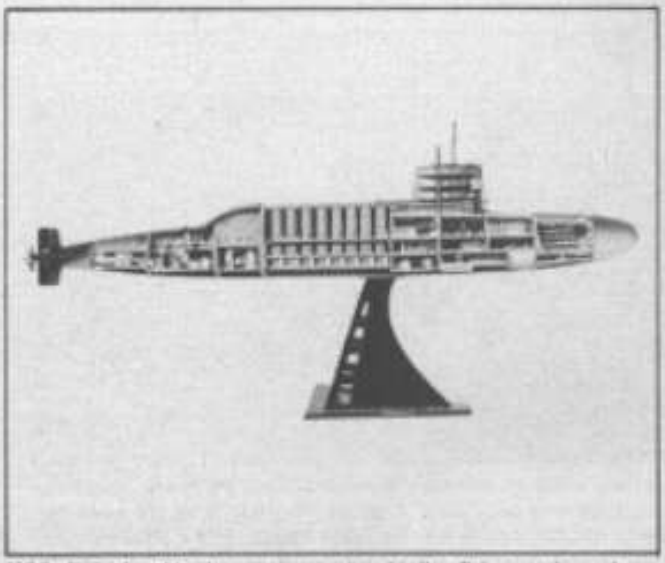


USS Arizona. The symbol of Pearl Harbor, December 7, 1961. New 1/720 collector's scale. Features waterline split hull, movable gun turrets, two detailed observation planes, display stand and name plate. **Length 10". $1.00**



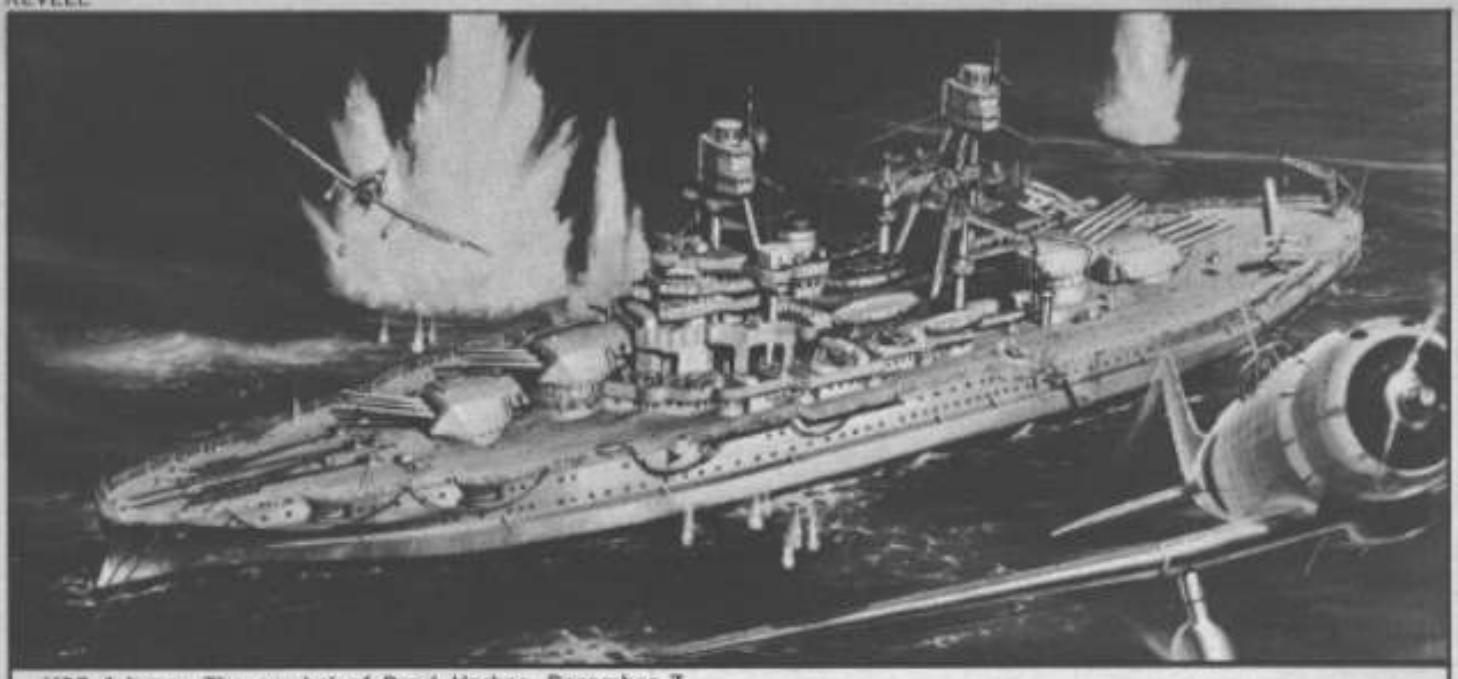
CSS Alabama. Notorious Confederate raider, molded in five colors, pre-painted hull, pre-formed sails, detailed guns, yards, decking and cabins, 20 crew, movable rudder. **Length 32¾". $12.00**

USS New Jersey. One of U.S. Navy's biggest battleships. Fought at Iwo Jima and Okinawa. Two helicoptors, movable guns and turrets, colorful flag sheet, Navy markings, stand. **Length 20". $2.00**

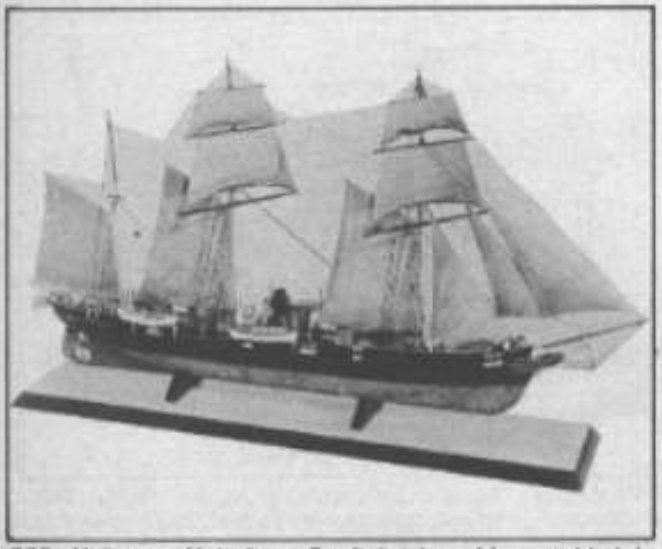


USS Polaris. Nuclear powered missile firing submarine. Half of hull snaps off to reveal highly detailed interior, missiles actually fire, detailed nuclear engine room, display stand. **Length 17½". $2.50**

USS Constitution. Pre-assembled ratlines, molded in three colors, pre-painted hull, 55 detailed guns, 20 crew members, detailed hull and decking, rigging, pre-formed sails. **Length 32". $12.00**



USS Arizona. The symbol of Pearl Harbor, December 7, 1961. New 1/720 collector's scale. Features waterline split hull, movable gun turrets, two detailed observation planes, display stand and name plate. **Length 10". $1.00**



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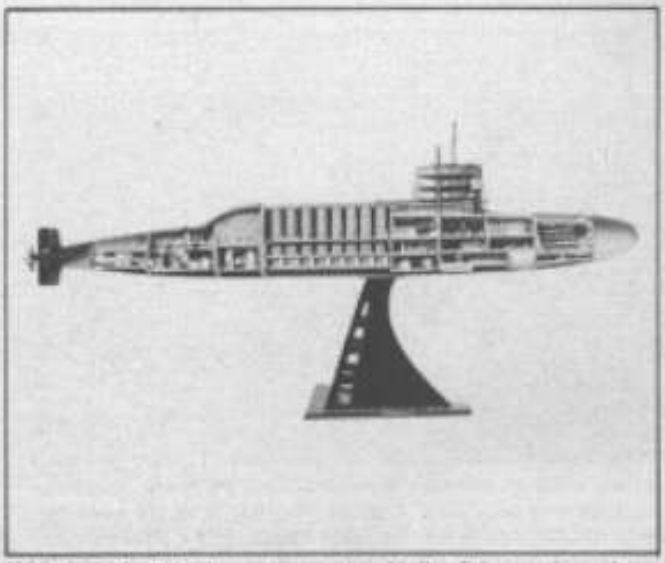


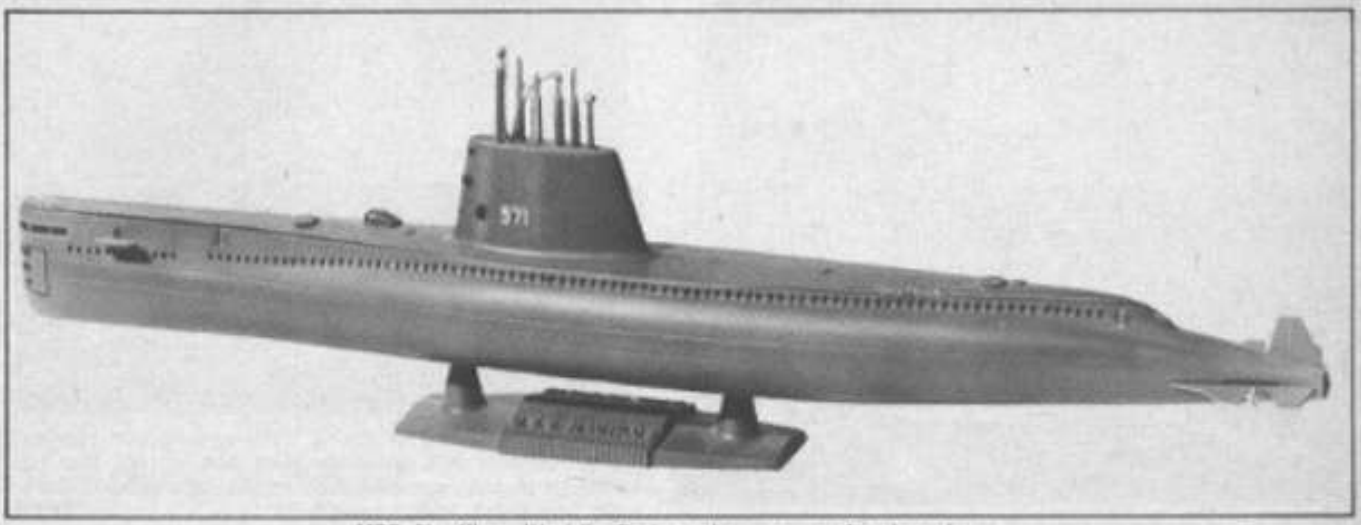
USS Polaris. Nuclear powered missile firing submarine. Half of hull snaps off to reveal highly detailed interior, missiles actually fire, detailed nuclear engine room, display stand. **Length 17½". $2.50**

USS Constitution. Pre-assembled ratlines, molded in three colors, pre-painted hull, 55 detailed guns, 20 crew members, detailed hull and decking, rigging, pre-formed sails. **Length 32". $12.00**

Tirpitz. Sister-ship of the famous Bismarck, the Tirpitz raided Allied shipping during WWII. Movable turrets, elevating guns and cranes, two Arado catapult floatplanes, stand. **Length 16½".** **$2.00**

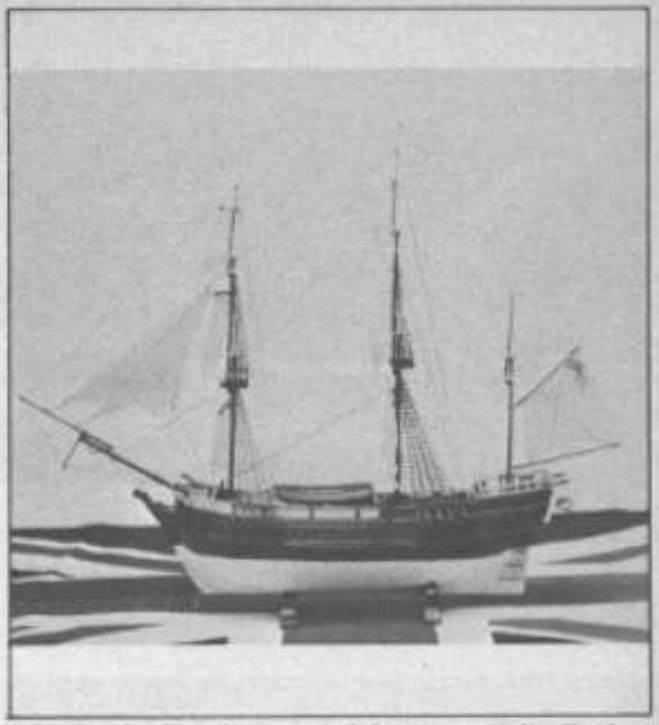
USS Kearsarge. Historic Union ship of the Civil War. Pre-painted hull, detailed decking and cabins, seven battle-ready guns, 20 detailed crew figures, full rigging, life boats. **Length 34½".** **$10.00**

Cutty Sark. Full sails, pre-painted hull, detailed planking and interior, molded in three colors, pre-formed ratlines, 20 detailed crew figures, metal chain, many movable parts. **Length 36" (1/96 scale).** **$12.00**



USS Nautilus. World's first nuclear powered submarine. It paved the way for today's advanced Polaris sub. Detailed decking and hull, torpedoes, official Navy markings, stand. **Length 12¾".** **$2.50**

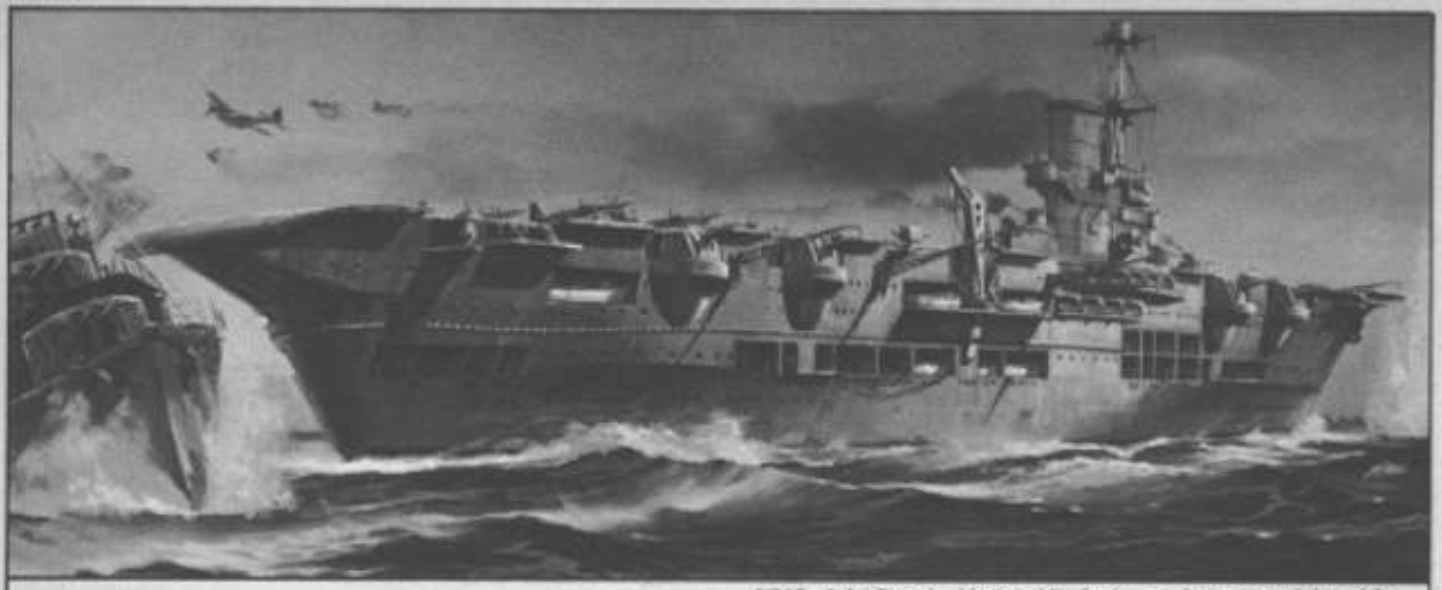
HMS Bounty. Highly detailed hull and decking, pre-formed white plastic furled sails, molded ratlines, detailed masts, yards and gun carriages, figures of Captain Bligh, crew. **Length 10".** **$3.00**



HMS Beagle. The three-masted barque used by Charles Darwin on his five year voyage. Features complete set of pre-formed white plastic sails, molded ratlines, colorful flagsheet, rigging thread with instructions, display stand. **Length 9.9".** **$3.00**

Golden Hind. English ship commanded by Sir Frances Drake. Easy-to-follow rigging instructions, pre-formed sails, rigging thread, action-ready guns, good detail, display stand. **Length 13".** **$3.00**

Mayflower. The first significant ship in American history. Carefully detailed, has whale boat, rigging thread, vacuum formed sails with billow, pre-formed ratlines, five crew figures, stand. **Length 14.8".** **$3.00**



HMS Ark Royal. Model kit features two complete ship models in new 1/720 scale, Ark Royal and destroyer escort. Hulls snap apart at waterline or build full hull, eight aircraft, movable guns. **Length 13" and 6".** **$2.00**

USS Pittsburg. Heavy cruiser Pittsburg, brave veteran of battle of Iwo Jima and still on reserve call. Two detailed scout planes with catapults and cranes, movable guns and turrets, markings, stand. **Length 16¾".** **$2.00**

USS Enterprise. The "Big E" served in almost every Pacific sea battle. Features 20 SBD dive bombers, detailed hull and superstructure, detailed armament, official U.S.N. markings, display stand. **Length 20"** **$3.00**

USS Wasp. Veteran of WWII, Korea and now prime space recovery vessel. Includes Grumman S-2 Trackers, Sikorsky helicopters, scale Gemini space capsule, movable cranes and elevators, flag sheet, stand. **Length 20".** **$3.00**

space

As our space program goes to the moon and beyond, many more scale models of rockets, boosters, spacecraft, satellites and orbiting space stations are fast becoming available.

Government agencies such as the National Aeronautics and Space Administration are doing all they can to encourage the building of all types of models connected with our space program. They hope modelers will gain a better understanding of what it takes to put a man in space, and become interested in space exploration.

Part of NASA's modeling program, was to print a report, Model Spacecraft Construction (Document 0-741-996, $2.00. Superintendent of Documents, United States Government Printing office, Washington, D.C.) to help you with construction of all types of space vehicles. Obviously, highly classified details are not included, but shapes, sizes and designs of most equipment is available to you. Photographs, drawings and instructions for the construction of many of our famous space vehicles will greatly aid you in the super-detailing of the kits now on the market. We are sure that the report will be updated periodically, so that you will always have a source for first-hand information.

The current space kits on the market are being produced in 1/24 and 1/48 scale, with excellent quality, and in a price range of one to three dollars. Most of the kits have very interesting details: removable side panel, hinged doors, detachable equipment module, detailed interior, retro-rockets and astronaut figures. Your imagination is the only limiting factor when it comes to "detailing." And super-detailing can be carried as far as you're willing to research the subject. ■

AMT

USS Enterprise from "Star Trek." Exactly as seen on the popular NBC TV series. The mythical space ship comes alive with operating upper and lower dome lights, twin power units, decals, display stand. **Length 18".** **$2.00**

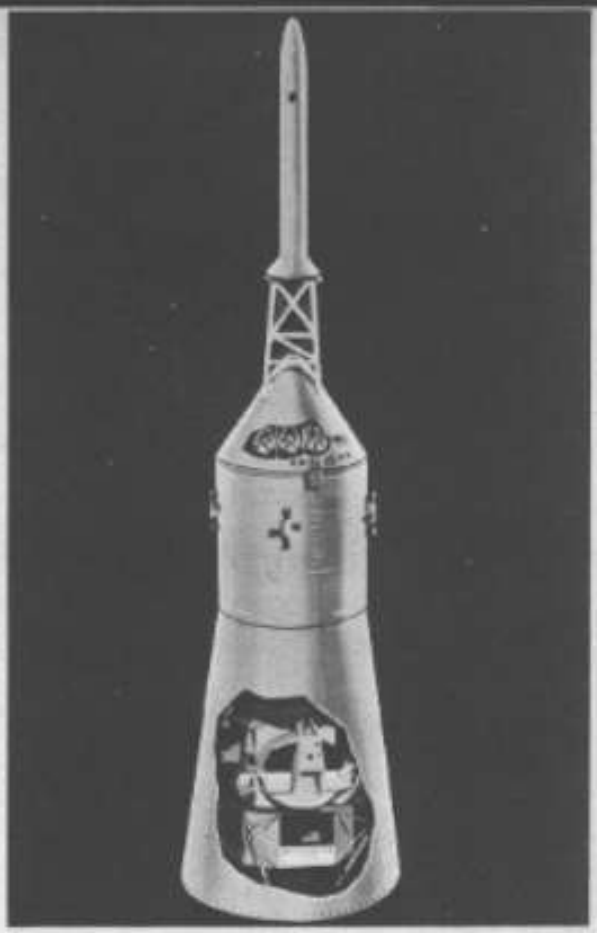
AURORA

American Astronaut. The country's number one hero shown during a historic walk in space. Highly detailed and authentic astronaut figure features space suit with backpack for self propulsion, insignias. **Height 7". $1.00**

Gemini Astronaut. Authentic space walking astronaut. Features flexible umbilical cord, movable arms and transparent face visor, chest pack, propulsion gun, camera, official NASA markings, display base. **Height 12".** **$2.00**

Gemini Spacecraft. Authentic reproduction of America's famous two-man space capsule. Two detailed astronaut figures, detachable equipment module, detailed instrument panel, hinged doors, retro-module. **1/24 scale.** **$3.00**

American Space Collectors Set. Builds three big models with high detail and authenticity. Includes Apollo lunar spacecraft 20 inches high, Gemini space capsule 9½" high, Gemini astronaut 12 inches high, paint glue. **$10.00**



Apollo Spacecraft. Unbelievably complete and authentic. Features command module with detailed interior, service module, Apollo/Saturn adapter, lunar module with removable ascent, descent sections. **1/48 scale.** **$5.00**

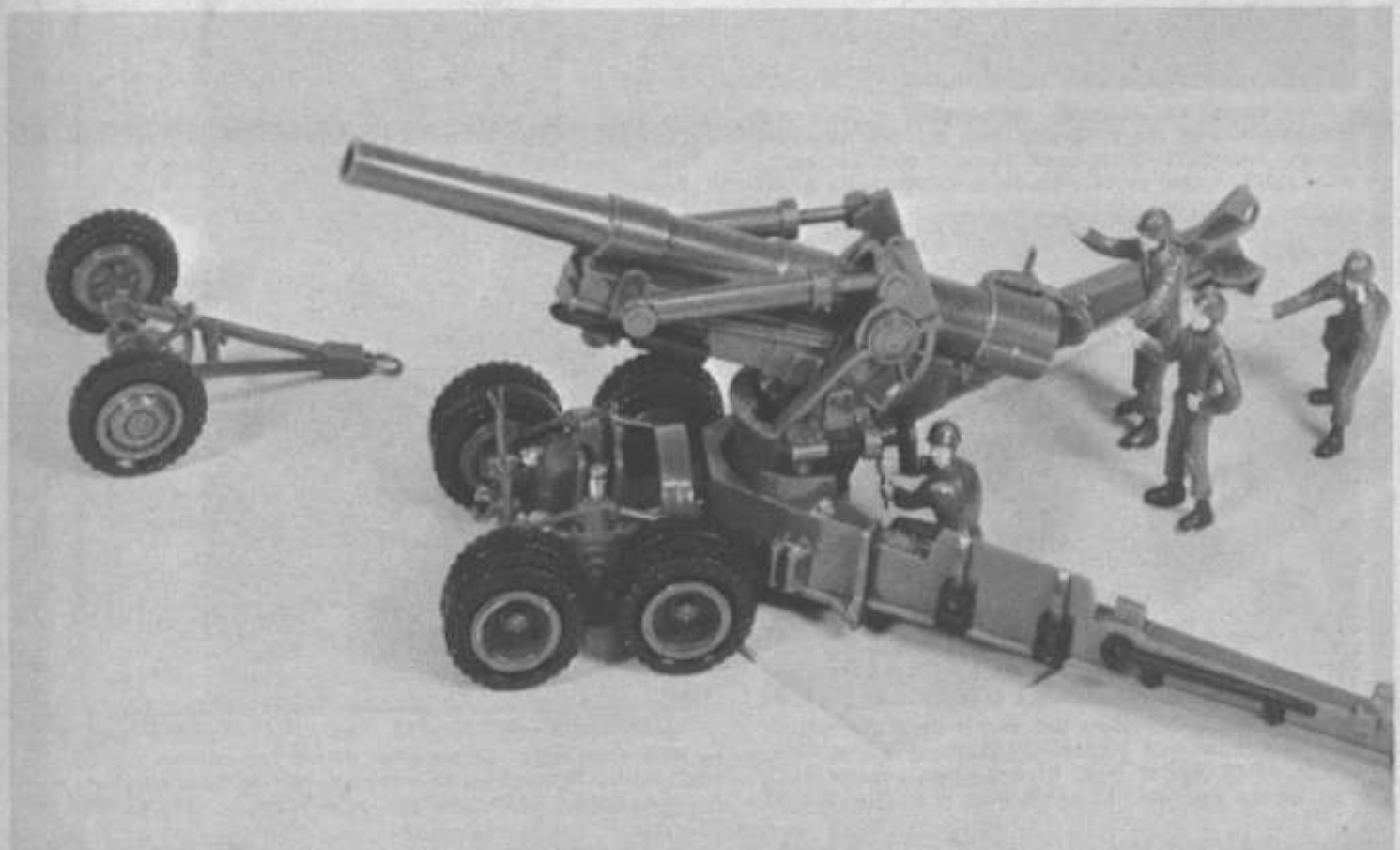
Apollo Spacecraft. Detailed detachable command and service modules, lunar module ascent and descent parts separate, three detailed astronaut figures, lunar display base, official NASA markings. **1/96 scale.** **$1.50**

military

Military models take you where the action is, and are sure to capture your imagination. You'll find a wide selection of kits to choose from; everything from military figures to the most modern tanks.

Most military kits have fantastic detail and many true-to-life features. Also, military vehicles offer the most interesting operating details. You'll find trucks that have opening doors, tailgate, removable canvas top, driver and troop figures. Tanks have elevating guns and full 360 degree revolving turret, operating hatches, tracks that move and combat figures. Other types of half-tracks, troop cariers, jeeps and guns have equally exciting features.

Scales are generally not called out on military vehicles, but you'll find most measure out to about 1/4-inch to the foot (1/48 scale). This size seems to blend in nicely with most model collections. Prices range from 50 cents to three dollars, which gives you a lot of building fun for the money. ■



MK I Sherman Tank. One of the best known of all American WWII tanks. Highly scaled features, movable turret, flexible vinyl treads molded in light gray, official U.S. Army decals, opening hatch covers. **1/72 scale.** **$.50**

Bren Gun Carrier with Six-Pounder Anti-tank Gun. Developed for use against the German Panzers during WWII. Kit features carrier with fixed tread, Bren gun with one piece barrel, plastic tires, decals. **1/72 Scale.** **$.50**

Bristol Bloodhound and Land Rover. The Bloodhound is a surface-to-air guided missile system used by the R.A.F. Kit contains missile, missile carrier with vinyl tires, five detailed figures and one guard dog. **1/72 scale.** **$.50**

MK VI Tiger I Tank. A 56-ton heavy tank, the German Tiger was used in Russia and North Africa. Rotating turret, flexible vinyl tread molded in light gray, opening hatch covers, official German markings. **1/72 scale.** **$.50**

Churchill VII Tank. Named after Britain's war time leader, Winston Churchill. Movable wheels and vinyl plastic treads, rotating turret and elevating gun, tank commander with three infantry support troops. **1/48 scale.** **$1.29**

Eight Inch Howitzer. Nicknamed the "Long Tom" it served the U.S. artillery during WWII. Kit features crank elevating gun barrel with pivot movement, movable vinyl tires, four crew figures, tow hitch. **Length 7½".** **$1.29**

German Tiger Tank. One of WWII's most powerful armored weapons. Authentically detailed with official German markings, rotating turret, movable wheels and vinyl treads, tank commander, three figures. **Length 5½".** **$1.29**

Japanese Medium Tank. Exciting replica of WWII Japanese tank. Features movable wheels and vinyl flexible treads, opening hatch covers, rotating gun turret, tank commander, three infantry figures. **Length 5½".** **$1.29**

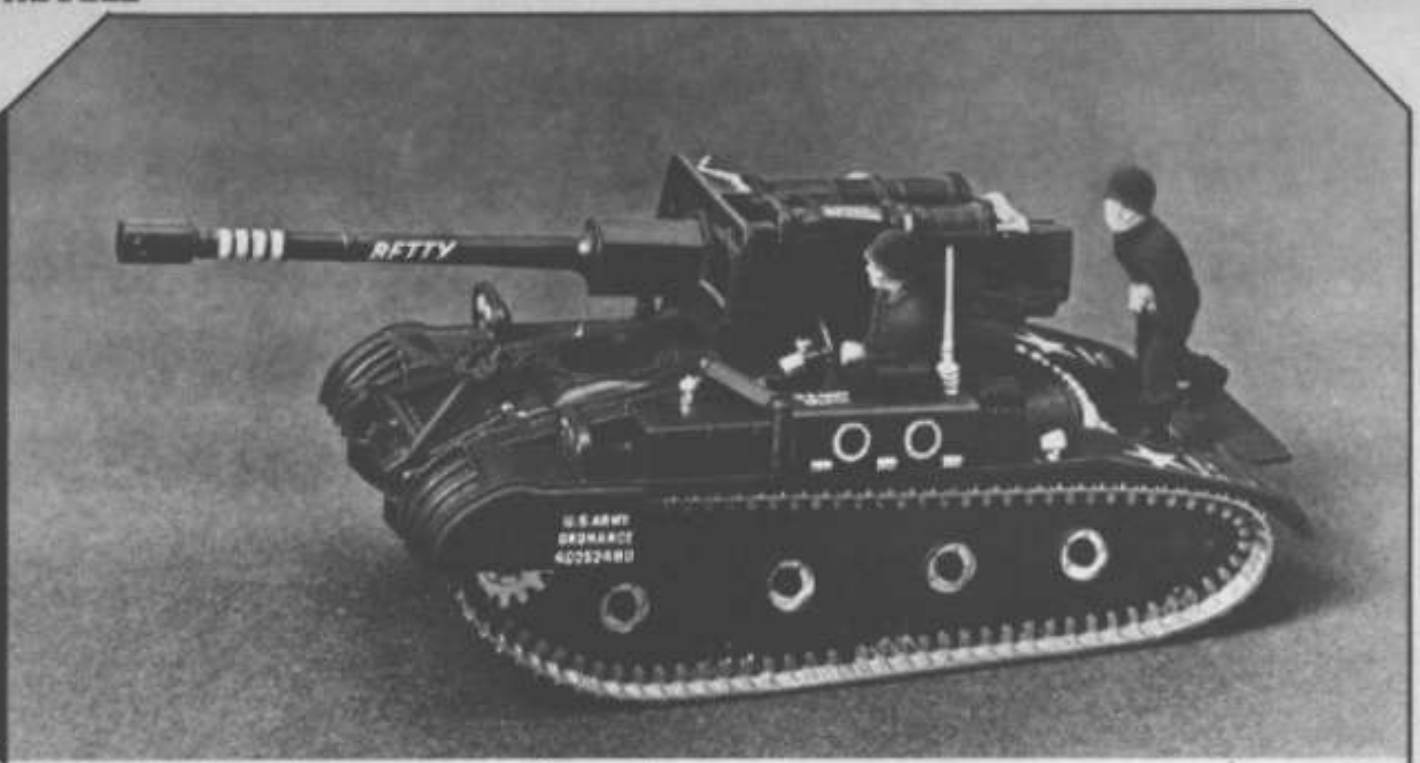
Swedish "S" Tank. Most modern of military fighting vehicles. Rotating wheels and movable vinyl flexible treads, full 76 parts, opening hatch cover, detailed tank commander and three infantry figures. **1/48 scale.** **$1.29**

M-46 Patton Tank. Backbone of U.S. WWII armored units. Highly detailed parts with movable wheels, vinyl flexible treads, rotating turret, elevating gun, opening hatch covers, decals, four crew figures. **Length 5½". $1.29**

M-8 Munitions Carrier. Authentically detailed troop and munitions carrier features elevating munitions loader, scraper blade and movable wheels with vinyl plastic treads, crew figures, swivel machine gun. **Length 6". $1.29**

MONOGRAM

Left to Right: Half-Track Personnel Carrier, Patton Tank, 2½Ton Eager Beaver Truck, Military Figures, Jeep, Amphibious Weasel, Armored Half-Track. Each of the seven kits features military men and U.S. Army vehicles in action today. Personnel Carrier features movable wheels with lug tires, movable tracks, opening doors, swivel mounted machine gun, driver and eight combat troop figures. Patton Tank includes elevating gun and 360° revolving turret, movable wheels and treads, operating hatches, movable machine guns, four combat figures. 2½-Ton Truck has operating tail gate, opening doors, movable wheels, removable simulated canvas top, driver, guard and four combat troop figures. Military Figures kit contains 18 detailed figures with standing bases and a wide variety of weapons. Includes motorcycle messenger, machine gun, mortar, and bazooka. Jeep is molded in jungle green with hinged windshield, movable wheels, driver and two troop figures. Kit also includes 37mm gun and carriage with movable wheels. Weasel kit features operating treads, hinged windshield, steerable rudders, driver and four combat figures. Half-Track kit features movable wheels and tracks, swiveling machine gun turret, opening doors, driver and four combat figures, official markings. All vehicles and figures are in 1/48 scale, prices L to R are: **$1.50, $2.00, $1.50, $1.00, $1.00, $1.00, $1.50.**



M-56 90mm Self-Propelled Gun. The model's realistic hollow gun barrel swivels, elevates and recoils, two movable front gears and 10 wheels, flexible track, movable holddown platform, four soldier figures. **1/40 scale. $1.30**

Scissors Bridge with M-48 Tank Launcher. Instant bridges under fire. Model etxends 22 inches. Features rotating drive sprockets, flexible treads, rotating run turrets, elevating guns, opening hatch covers. **1/40 scale. $3.00**

M-4 Sherman Tank. Heavyweight WWII tank detailed with exciting exactness. Kit features operating suspension, movable wheels and track, movable turret with guns that elevate and rotate, hinged hatch covers. **1/40 scale. $2.00**

105mm Howitzer. Battle proven seven mile range field gun. Gun barrel swivels, elevates and recoils, wheels with flexible tires rotate and turn, trails fold inward and lock for towing, four soldier figures, base. **1/40 scale. $1.30**

M-35 Military Truck. Tough 2½-ton cargo carrier. Molded in Army green, vinyl tires, opening doors and tailgate, seven soldier figures, four rifles, radio, undercarriage detail, clear plastic windows, decals. **1/40 scale. $2.00**

CARS

Model car building is the one segment of modeling that allows you complete expression of your thoughts. You can design, build and modify any type of vehicle that your imagination can come up with. You can swap parts from one kit to another or if you're a good builder you can highly modify existing components into a one-of-a-kind creation.

Car building is very popular because you can more closely associate yourself with the real thing. You probably have a car in your garage, a pal up the street has a motorcycle or hot rod and there's a drag strip or race track nearby. All these, and more are sources of inspiration and information on building a technically correct model. Other sources of information for duplicating a certain car are newspapers, automotive magazines and books. A local speed shop or garage can be helpful too.

You'll find most static model car kits are in the 1/32, 1/25 and 1/24 scales. A few are in the big 1/16, 1/12 and 1/8 scale. All the kits are highly detailed and offer excellent quality. In a standard kit you'll find many optional customizing parts which you can easily work into the car or you can build it stock. Whatever way you decide to build your car, you should plan on detailing it as if it were a real car. That is, install engine wiring, radiator hoses, battery cables, brake lines. Paint the various parts as you see them on the real car. Remember, you're assembling a scale replica of a real car. The more detail you add, the more complete the model looks.

Kit prices in the 1/32 and 1/24 sizes run from 50 cents to $3.50, while the 1/16 to 1/8 scale sizes cost four to eleven dollars. You'll find the higher the price, the more parts and greater detail in a kit. Model cars also offer you more operable accessories: opening doors, hood and trunk, steerable wheels and working suspension. Some kits even have clear plastic bodies so that the detailed inside machinery can be seen and appreciated. While all these special features can make your model look good, they also mean more work and building time to get that outstanding appearance. ■

James Bond 007. This Aston Martin DB-5 movie car features fully detailed body and interior with working ejection seat, hinged tail lights, rotating license plate, chrome parts and all 007's spy equipment. **1/25 scale.** **$2.00**

Jaguar XK-E. Kit may be finished in roadster (top down) version or with convertible top up. One piece main body, clear plastic windshield and headlight covers, chrome parts, detailed interior, undercarriage. **1/32 scale.** **$.70**

Volkswagen 1200. Let your imagination run wild in building this kit. Build it with drag or street-racer modifications or stock. Features detailed body and interior, clear plastic windshield and headlight covers, chrome. **1/32 scale.** **$.70**

Triumph TR 4A. Authentic replica of this popular British sports car. Features removable hard top, clear plastic windshield and headlight covers, chrome parts, wire wheels, detailed undercarriage and interior. **1/32 scale.** **$.70**

M.G.B. British sports car that is popular for pleasure driving and racing. May be built with top up or down, full chrome trim, clear plastic windshield, detailed body, interior and undercarriage. **1/32 scale.** **$.70**

"Get Smart" TV Car. Even the real car was built by AMT's Speed & Custom Division. The "Get Smart" kit comes complete with radar antenna, special ramming bumper guards, hand grenade gear shift, machine gun. **1/25 scale.** **$2.00**

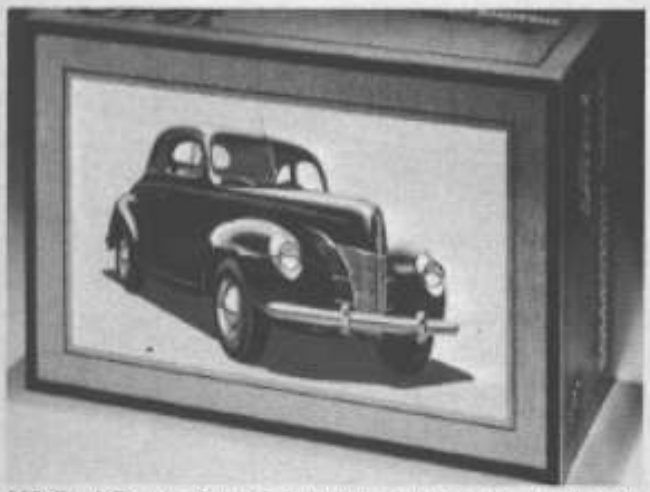
Piranha. Three-in-one Piranha Street and Strip kit. Features Piranha sports car with Corvair engine, working gullwing doors. Drag version has blown Chrysler engine, mag wheels, racing decals and four-wheel trailer. **1/25 scale.** **$3.00**

Olds F-85 Funny Car. Funny car class drag machine. Kit includes supercharged Olds engine, drag slicks, bucket seats, hood scoop, roll bar, right seat enclosure, chrome wheels, wheelie casters, racing decals. **1/25 scale.** **$1.50**

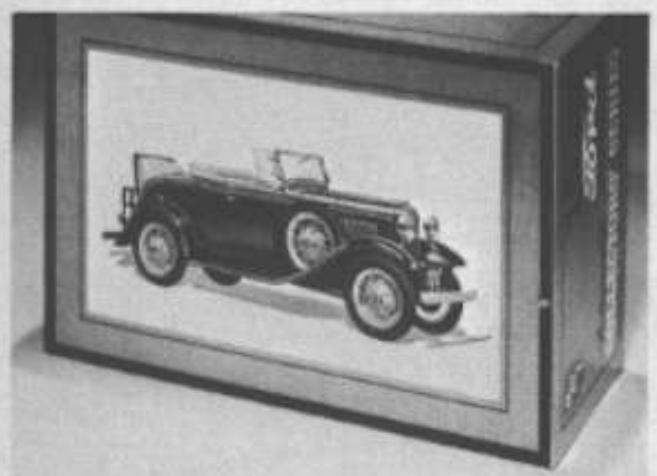
North American Van Lines. Authentically detailed cab and detachable trailer, opening back doors, vinyl tires with tread detail, chrome wheels, movable dollies, clear plastic windshield, chrome parts. **Length 16".** **$3.00**

'37 Chevrolet Coupe. Kit builds highly detailed stock Chevy with six cylinder engine or rod version with 427 Chevy V-8, custom clear plastic hood, custom interior, chrome Cragar wheels, vinyl tires. **1/25 scale.** **$2.00**

'57 Ford Thunderbird. This special kit is molded in red plastic and includes one can of pearl spray paint. When painted, body is "red pearl" in color. Full chrome engine, hard top, chrome, blue tint glass. **1/25 scale.** **$3.00**



'40 Ford Coupe. One of the most popular cars during the early days of customizing and racing. Two engines — stock or blown Buick V-8's, white vinyl upholstery material, chrome custom wheels, vinyl tires. **1/25 scale.** **$1.70**



'32 Ford Roadster. All-time favorite among rodders. Two engines — four cylinder "B" and blown Chrysler. Build it stock with simulated fabric top, street rod or drag roadster, wire wheels, decals. **1/25 scale.** **$1.70**

'68 Falcon Sports Coupe. Highly detailed body and interior, 289 mill with blower or Weber carbs, drag suspension with chrome front axle and radius rods, mag wheels, M&H's chute, wheelie casters. **1/25 scale.** **$2.00**

'68 Ford Galaxie XL. Kit features detailed body and interior, separate suspension, 427 SOHC engine, full roll cage, padded bucket seat and steering wheel, racing dash, stock, chrome and mag wheels, decals. **1/25 scale.** **$2.00**

'68 Buick Riviera. Customizers delight. Detailed body and interior, stock or Hilborn injected V-8, stock chrome or custom chrome wheels, custom wrap-around bucket seats, custom top material, clear windows. **1/25 scale.** **$2.00**

'68 Camaro SS. Wild new sports car from Chevrolet. Custom parts, rear spoiler, three sets of chrome wheels, vinyl tires and plastic Goodyear wrinkle slicks, simulated canvas top and wild mod top decal. **1/25 scale.** **$2.00**

'68 Mustang. Exciting fastback version. Includes two big engines — 427 or SOHC V-8's, vinyl tires, three sets of wheels — Keisey-Hayes, chrome reversed and Shelby mags. Custom grille, suspension. **1/25 scale.** **$2.00**

'68 Cougar. Wild customozing kit features stock V-8 engine or add Weber carbs, detailed body and separate suspension, two sets of mag wheels, custom bucket seats, plastic Goodyear and vinyl M&H slicks. **1/25 scale. $2.00**

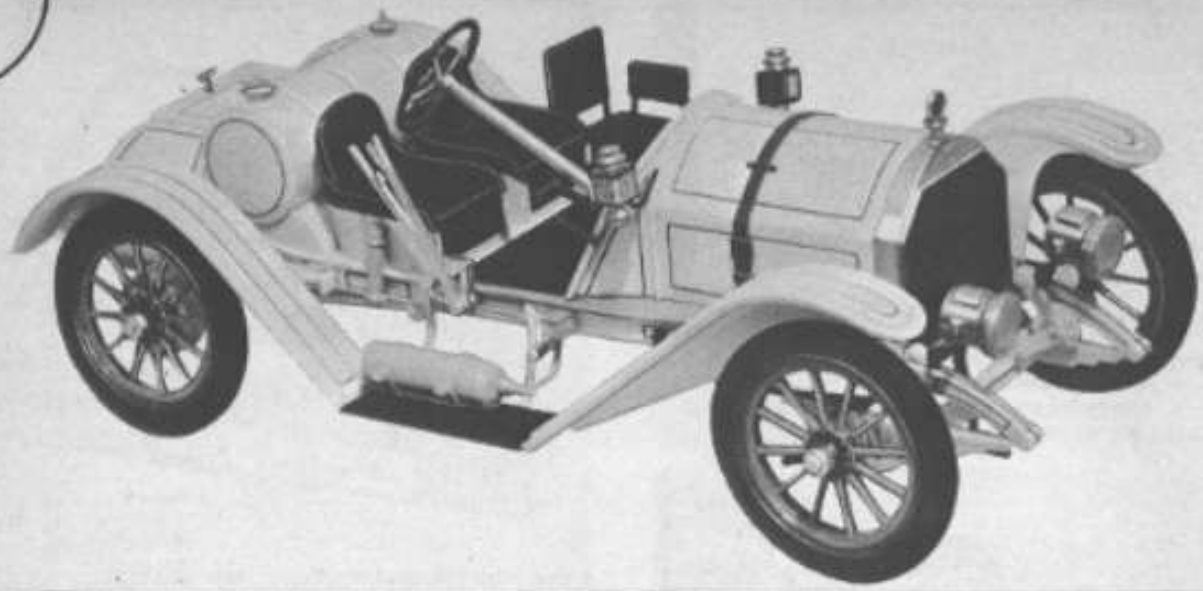
'67 El Camino. Chevelle three-in-one kit builds drag, stock and camper option. Raised drag front suspension, custom bucket seats, M&H drag slicks, Cragar wheels, three front grille options, blower, decals. **1/25 scale.** **$2.00**

'68 Corvair. Build it stock with chrome engine or racing version — Yenko Stinger — with rallaye instruments, road lights, Cibie and Lucas lenses, air scoops, four carbs, custom chrome bumpers, chrome wheels. **1/25 scale. $2.00**

Automotive Illustrators Kit. A new concept in paint-by-number for the automotive enthusiast. Available in two or six picture sets, pre-mixed water color paints, paint tray, two brushes, instructions. **$2.50 and $4.50**

Cobra Racing Team. Three-in-one kit features '53 Ford pickup with stock V-8 or Chrysler Hemi, tools, welding tanks, custom goodies. Four wheel tilt bed trailer. Cobra has 289 V-8, opening hood and trunk. **1/25 scale. $3.00**

'39 Ford Tudor Sedan. Features parts to build either '39 or '40 Ford, stock flathead V-8 or fuel injected Olds, chromed dropped front axle, custom nerf bars, baby moon hub caps, detaield interior, decals. **1/25 scale. $1.70**



'11 Mercer Raceabout. One of the fast, glamorous cars of early automobile building. Detailed undercarriage, spoke wheels, metalized parts, authentic painting detail instructions, movable wheels. **Length 9¾".** **$1.98**

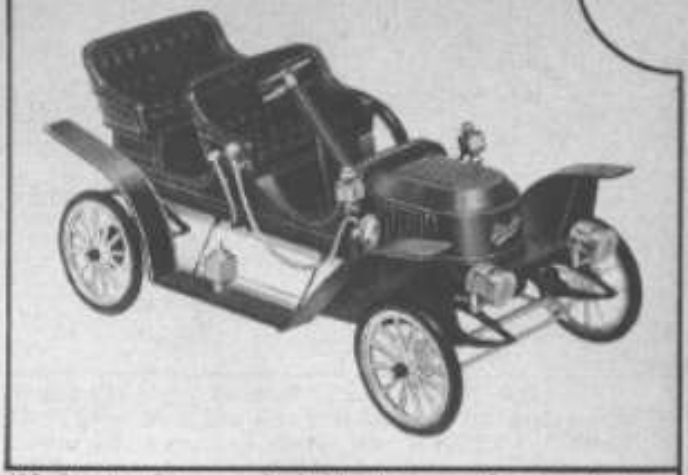
Maserati 350 GT. Famous Italian sports car. Kit features detailed engine and interior, exterior body detail, suspension, movable wheels, opening hood, doors and trunk lid, chrome parts, clear plastic windows. **1/25 scale.** **$1.98**

Mercedes Benz 300SL. Prototypes of this fine production sports car have retired undefeated from racing. Three-piece body, interior, movable wheels and driver figure. Good for beginner. **1/32 scale.** **$.50**

Ferrari Berlinetta. Famous Ferrari racing car. Features highly detailed engine, tube chassis and suspension, movable wheels, opening doors, hood and deck lid, chrome parts, racing decals, clear windows. **1/25 scale.** **$1.98**

Studebaker Avanti. Fully detailed kit includes separate chassis, detailed engine and interior, movable wheels, plastic whitewall insert, opening doors, hood and trunk, miniature luggage, chrome accessories. **1/25 scale.** **$1.98**

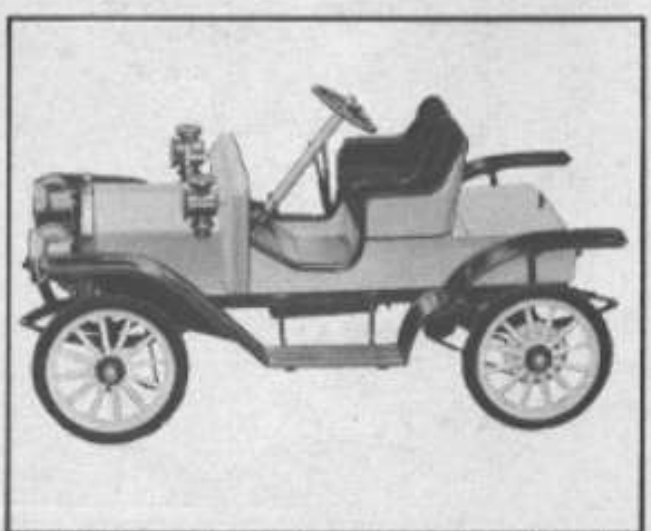
Jaguar XK-E Coupe. One of the most advanced sports cars of its time. This kit features detailed engine, rear end, and suspension, opening hood, chrome parts, clear windows and headlight lens covers. **1/25 scale.** **$1.49**



'09 Stanley Steamer. Probably the most famous of all early day steam cars. Large easy-to-assemble parts with good detail, spoke wheels, authentic accessories, movable wheels, steam engine. **Length 8½".** **$1.98**

Cobra Gt. World famous Shelby version. Large parts and easy to assemble. Good for beginner. Clear plastic windshield, windows and headlight lenses, racing decals, exterior body detail only. **1/32 scale.** **$1.00**

Porsche 904. Highly detailed version of this successful German racing car. Detailed suspension, engine and floor pan, steerable front wheels, opening rear body section and hood, clear glass, interior, decals. **1/25 scale.** **$1.98**



'11 Buick. One of the most popular early day automobiles. Highly detailed engine, transmission and rear end with simulated chain drive, rotating spoke wheels, removable hood, painting instructions. **Length 7¼".** **$1.98**

Porsche Carrera. Authentic replica of this fast sports touring and road racing car. Three-piece body, detailed interior, rotating wheels, clear plastic windows and headlight covers, chrome parts. **1/32 scale.** **$.50**

'03 Rambler. The Rambler kit features highly detailed undercarriage, transmission and rear end, axle turns in differential, removable seat shows engine, spoke wheels, simulated chain detail. Length 6½". **$1.98**

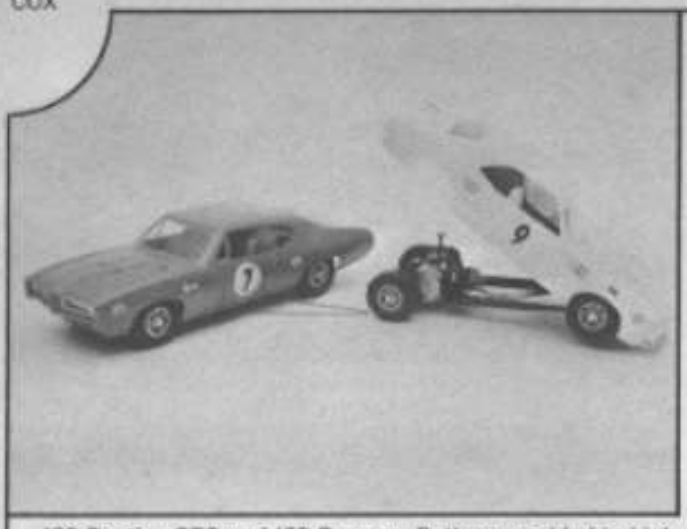
'14 Stutz Bearcat. Built with the finest materials and workmanship and the only car to be tested at Indianapolis Raceway before production. Detailed dash and undercarriage, chrome, movable wheels. Length 10½". **$1.98**

'04 Oldsmobile. The popular "Curved Dash" Olds inspired song hit "In My Merry Oldsmobile." Detailed undercarriage and one cylinder engine, detailed seat cushions, metalized parts, turnable wheels. Length. 6½". **$1.98**

COX

'67 Corvette Sting Ray. Highly detailed body molded in gleaming black high impact styrene, detailed interior, steel chassis, .049 engine, rubber tires, racing numerals, clear plastic windshield, chrome. 1/20 scale. **From $11.98**

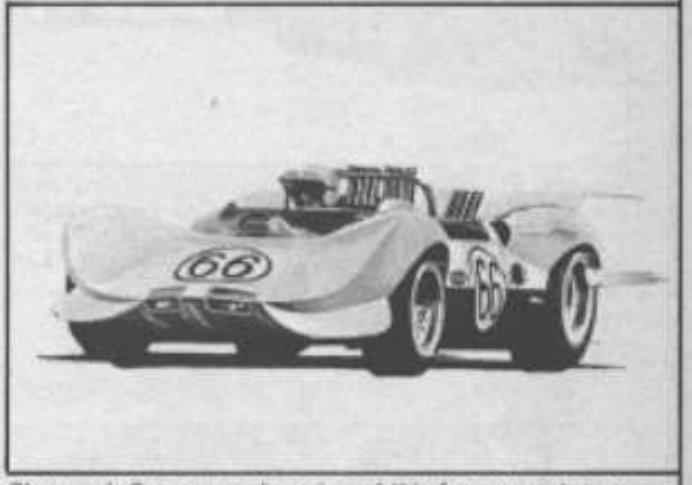
Chaparral. America's most original and famous sports racing car. Kit is authorized by designer, builder Jim Hall. Highly detailed exterior, chrome parts, clear plastic windshield, driver figure, decals. 1/24 scale. **$1.98**



'68 Pontiac GTO and '68 Camaro. Both are molded in high impact styrene, .020 engine, stamped steel chassis, mag wheels, rubber racing tires, front seat interior, clear plastic windshield, bridle. **1/25 scale.** **Each from $10.98**

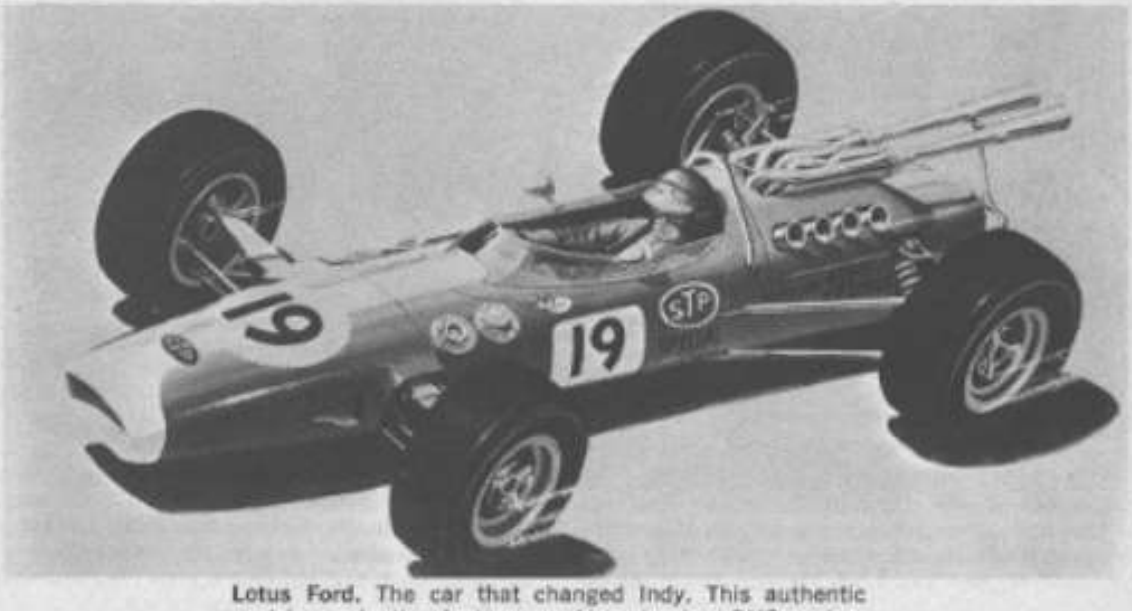
American Eagle. Authentic reproduction of Dan Gurney's '67 Indianapolis race car. Body is molded in blue polypropylene, shock absorbing front suspension, racing stripes and numbers, chrome.**1/12 scale.** **From $13.98**

Ford GT Mark II. First American car to successfully challenge European dominance in road racing. Molded in U.S.A. racing blue with white stripes, .049 engine, steel X-frame, dual rear wheel drive. **1/20 scale.** **From $11.98**



Chaparral. Gas powered version of this famous racing car. Features high impact styrene body, steel X-frame, easy Starting .049 engine, movable rear spoiler, rubber tires, dual rear wheel drive. **1/20 scale.** **From $12.98**

IMC

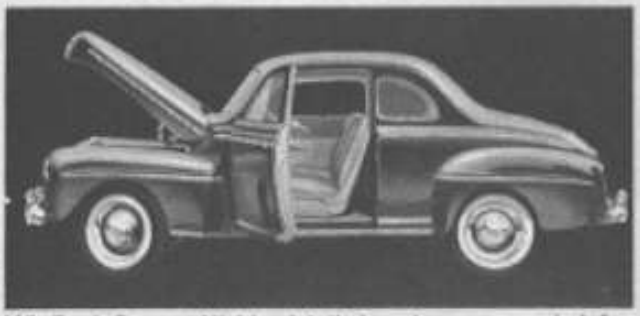


Lotus Ford. The car that changed Indy. This authentic scale reproduction features working steering, OHC engine, chrome suspension, detailed body features and interior, racing numbers and trim, vinyl tires. **1/25 scale.** **$1.50**

Ford GT MKII. Le Mans, Sebring and Daytona winner. Kit includes steerable wheels, opening doors, hinged front and rear hood, three engine options, vinyl tires, detailed interior, body and suspension, decals. **1/25 scale. $2.00**

Ford Mustang II. Advanced styling car was forerunner of production Mustang. Kit includes workable steering, opening doors, hood and trunk, folding seats, GT options, driver figure, custom and racing parts. **1/25 scale. $2.00**

Volkswagen. Build a stock "Beetle" with opening doors, hood and deck, detailed VW engine, working steering, hinged front seat. Or build the AA/Altered with Hemi engine, tube frame, mags, slicks. **1/25 scale. $2.00**



'48 Ford Coupe. Highly detailed, not recommended for beginners. Build a stock '46, '47 or '48 version or customized. Opening doors, hood, hinged front seats, steerable wheels, 427 engine, detailed chassis **1/25 scale. $2.00**

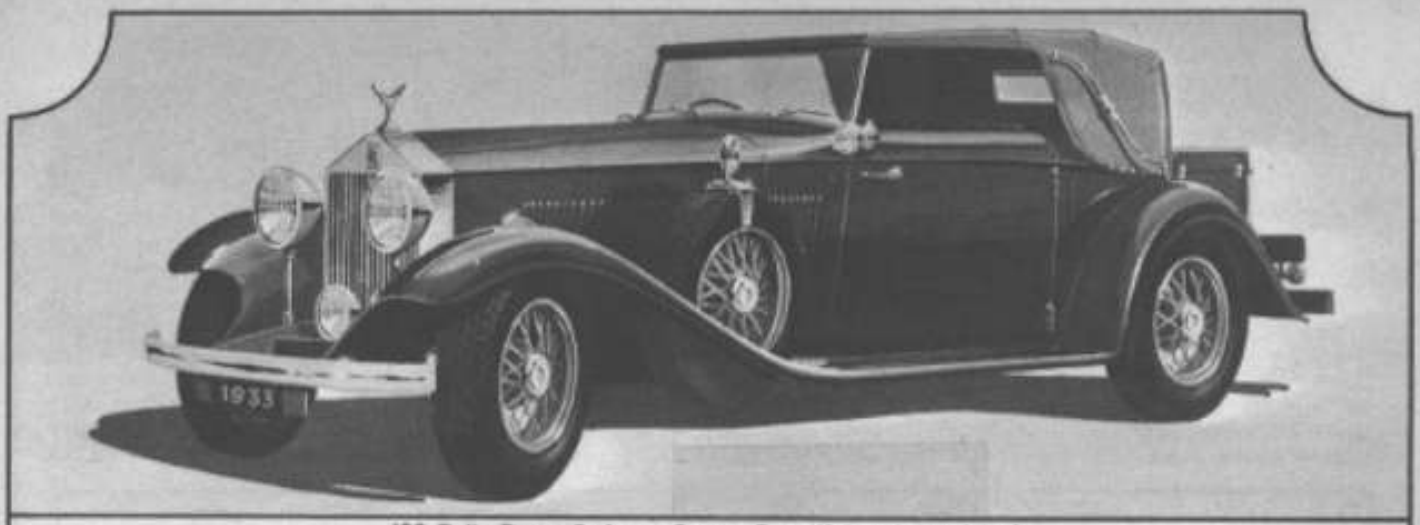
Ford Cougar II. Ford's advance styling concept. Kit features opening doors and hood, operating windows, workable steering, retractable headlights, tube frame, 289 engine, chrome wire wheels, silver roof decal. **1/25 $2.00**

Ford GT. Advanced kit. Hinged front and rear hood, steerable wheels, working suspension, opening doors, detailed suspension, Indy type DOHC and 427 SOHC engines, chrome wire wheels, detailed interior. **1/25 scale. $2.00**

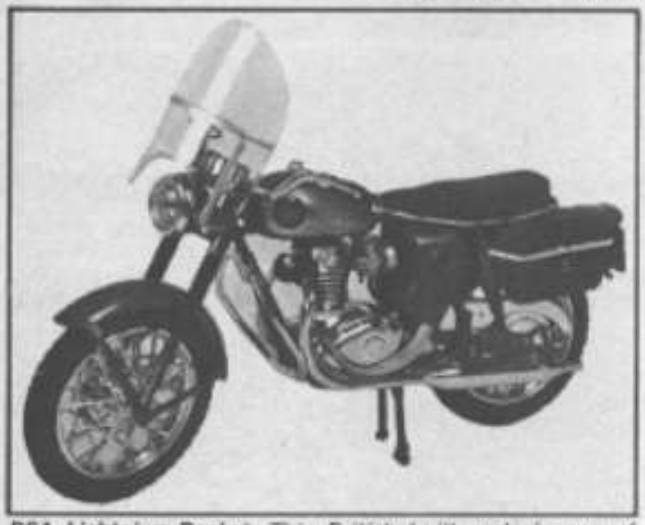
Dodge Little Red Wagon. Drag exhibition car. Features workable steering, opening doors and tailgate, Hemi engine, Goodyear slicks, decals, chrome wheels. Also parts to build it stock or push car. **1/25 scale. $2.00**

Ford J-Car. Advanced kit. Hinged front and rear hood, steerable wheels, turning rear axle, detailed interior and chrome suspension, opening doors, 427 racing engine, Firestone low-profile racing tires. **1/25 scale. $2.00**

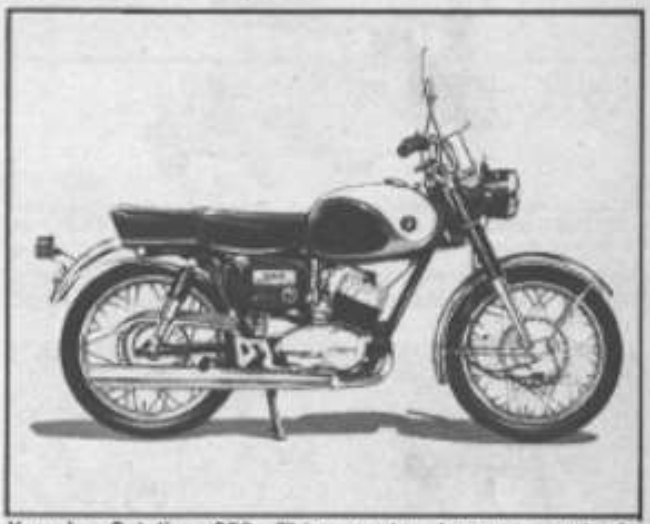
continued on page 92



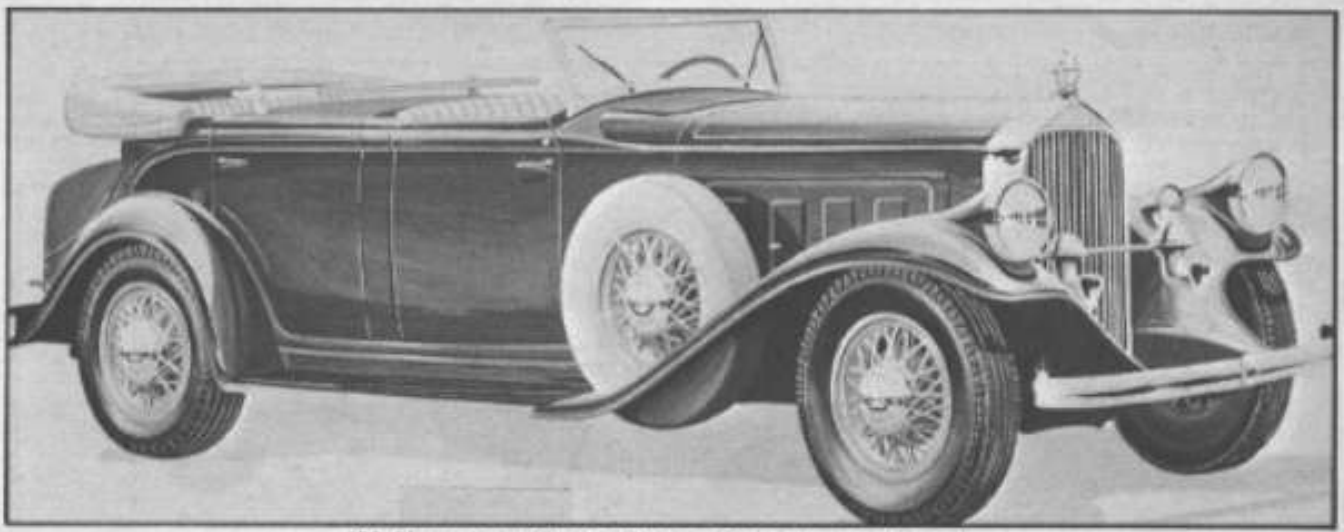
'33 Rolls Royce Sedanca Coupe. Beautiful scale model of this classic car. Features include detailed engine, interior and chassis, chrome parts, soft vinyl tires, fender mounted spare tire, clear windshield. **1/32 scale.** **$1.00**



BSA Lightning Rocket. This British built cycle is one of the most popular cycles in America. Kit is molded in red or blue plastic, lots of chrome parts, detailed engine, clear windshield, saddlebags. **1/16 scale.** **$1.00**



Yamaha Catalina 250. This popular Japanese cycle is molded in red or blue plastic, soft vinyl tires on chrome wire wheels, detailed engine, many movable parts, clear plastic windshield, decals. **1/16 scale.** **$1.00**

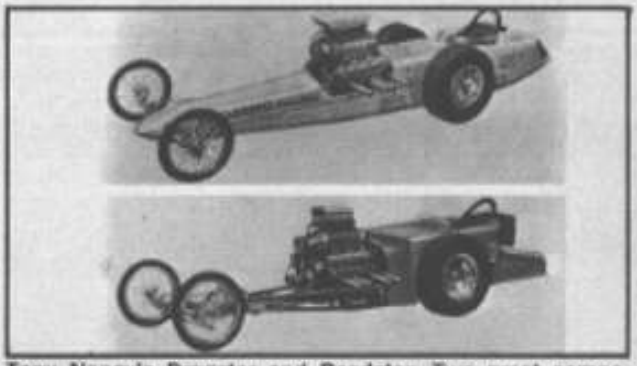


'32 Pierce Arrow Sports Phaeton. One of America's hand-built luxury cars of the 30's. Highly detailed interior, engine and chassis, soft vinyl tires, chrome parts, clear plastic windshield and headlight lenses. **1/32 scale. $1.00**

Surfite with Tiki Hut. Created by "Big Daddy" Ed Roth for the car show circuit. Kit is asymmetrically styled like the real car with slot in the body for carrying surf boards. Austin engine, surf board, hut. **1/25 scale. $2.00**

'53 Studebaker. This "Studie" was converted to funny car racing. Match race features include detailed Chrysler mill, drag chute, hinged body, center steering, roll cage, mags, slicks, tube axle, short wheel base. **1/25 scale. $2.00**

'31 Ford Station Wagon. Build this wild woody stock, as a surfer wagon or tudor sedan. Features opening doors and tailgate, turnable fornt wheels, mag wheels, chrome chassis parts, vinyl tires, dual carbs. **1/25 scale. $2.00**

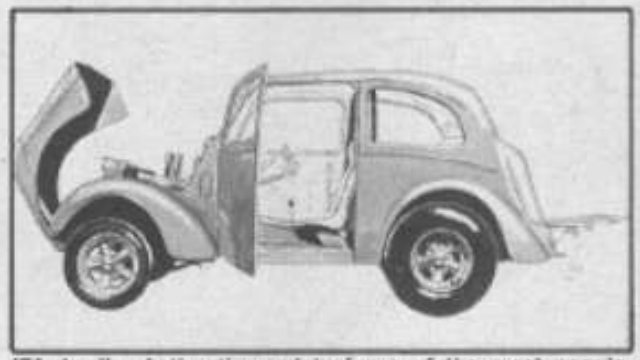


Tony Nancy's Dragster and Roadster. Two great competition cars in one kit. Roadster features blown Buick mill, mag wheels, chute, decals. Dragster includes tube chassis, removable body shell, Plymouth mill. **1/25 scale. $2.00**

'29 Ford Pickup Truck. Build this "in" hauler as a roadster pickup or with cab. Detailed Model "A" engine with speed equipment, opening doors and tailgate, hinged hood, real wood bed, turnable front wheels. **1/25 scale. $2.00**

Honda Scrambler. This authentic scale model is 9½ inches long. Includes detailed engine with wiring, fuel, oil and control cables, competition handlebars with steerable front wheel, rubber tires, chrome. **1/8 scale. $3.50**

Honda Racing Bike. Racing version of the world's most popular bike. Detailed chrome engine, chrome spoke wheels, streamlined racing fairing, clear windscreen, steerable front wheel, chrome parts. **⅛ scale. $3.00**



'51 Anglia. Authentic model of one of the most popular drag strip cars. Highly detailed injected Olds mill, opening doors and trunk, hinged hood, tinted windows, roll cage, bucket seats, turnable wheels. **1/25 scale. $2.00**

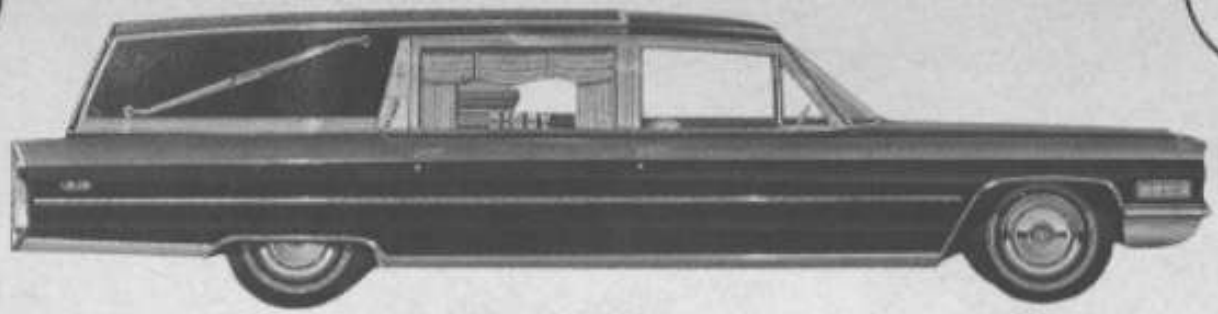
'56 Chevrolet. You can build this tudor sedan stock, custom or competition. Bucket seats, opening doors, hood, trunk, rolled pans, custom bumpers, turnable front wheels, four chrome wheels, two mag wheels. **1/25 scale. $2.00**

'55 Chevrolet. A "gasser" at the drags or on the street this hard top is always popular. Blown 409 and stock '55 V-8 engines, plated body trim, M&H slicks, mag wheels, rolled pans, chrome wheels. **1/25 scale. $2.00**

'57 Chevrolet. The most popular car for street and strip racing. This kit of the '57 features fuel injected engine, opening doors, hood and trunk, working quarter windows, turnable front wheels. U.S. Royal tires. **1/25 scale. $2.00**

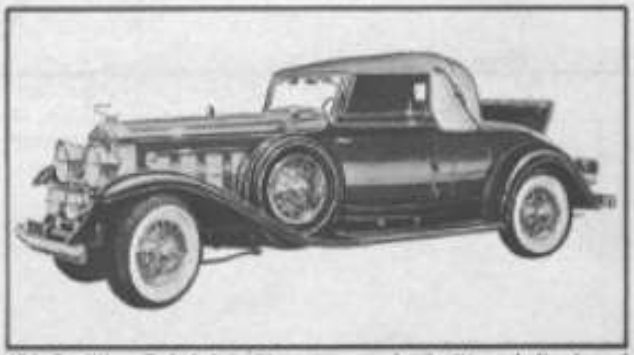
TESTOR

Mustang. Radio controlled scale model car. Features aluminum chassis, high impact polystyrene body, radio control unit with battery charger. Car is driven by two electric motors and has a turning radius of three feet. You'll have all kinds of fun racing, precision driving and timed obstacle runs with friends. Length 16". **$100.00**



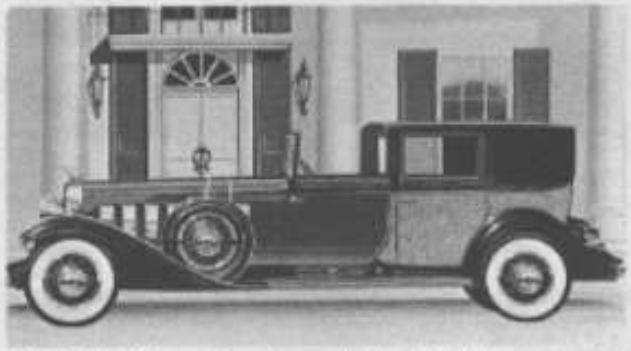
Cadillac Hearse. This wild hearse has all the details of a real one. Kit features opening hood and doors, steerable wheels, detailed interior with window drapes, detailed engine, casket, church truck, chrome. **1/25 scale.** **$2.00**

Mercedes 500K. Can be built with chassis only for highly detailed display, working steering, independent rear suspension, supercharged straight-eight engine, chrome accessories, opening rumble seat. **1/25 scale.** **$2.00**

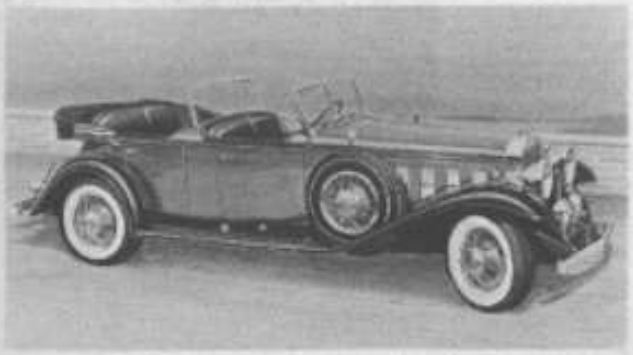


'31 Cadillac Cabriolet. Chassis may be built and displayed separately, working steering, opening hood, golf bag doors and rumble seat, detailed V-16 engine, build with top up or with boot, wire wheels, chrome. **1/25 scale.** **$2.00**

Chrysler Turbine Car. Authentic replica of Chrysler's styling and turbine test car. Hood, trunk and doors open, hinged seats, detailed interior and turbine engine, vinyl tires, working steering. **1/25 scale.** **$2.00**



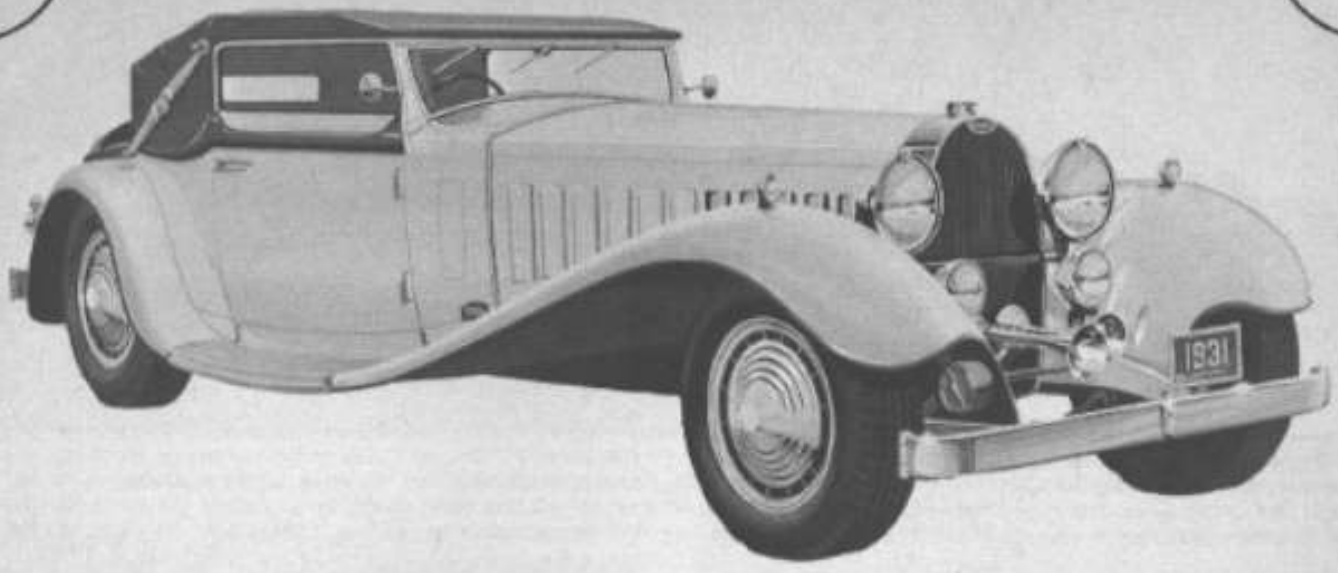
'31 Cadillac Town Brougham. Highly detailed chassis and V-16 engine, detailed interior with fold-down jump seats, wicker work engraved into body, separate drivers compartment, removable drivers roof. **1/25 scale.** **$2.00**



'31 Cadillac Dual Cowl Phaeton. Very highly detailed. Twin instrument panels front and rear, may be built with top up or down, separate detailed chassis, detailed V-16 engine, opening hood, vinyl tires. **1/25 scale.** **$2.00**

Cadillac Ambulance. This authentic reproduction includes steerable wheels, full chrome trim, detailed interior with stretcher and first aid equipment, opening doors, hood, clear plastic windows, decals. **1/25 scale.** **$2.00**

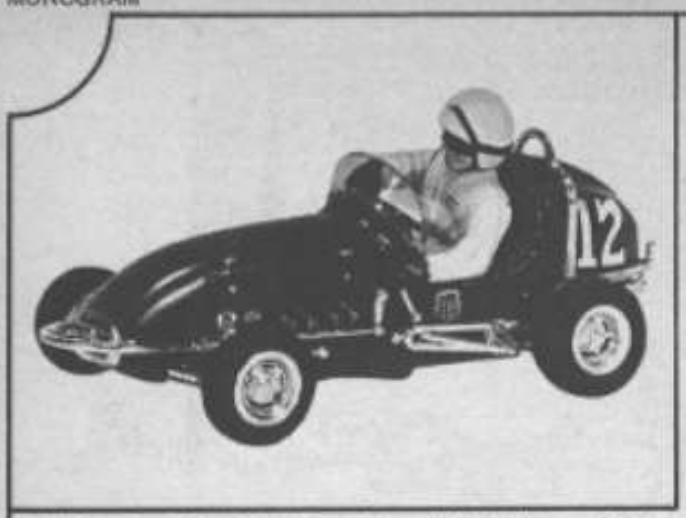
LINDBERG



'31 Bugatti Royale Victoria. Only one car of this type was ever made and cost $43,000. The model is an exciting scale version molded in two colors, opening hood, soft rubber tires, detailed engine. **1/24 scale.** **$3.00**

MONOGRAM

Bugatti 35B. This beautiful replica may be built any one of three ways — GP racer, street version or chassis. Chassis and engine are highly detailed, 91 pieces, chrome wheels, driver, display with hay bales. **1/24 scale.** **$3.00**



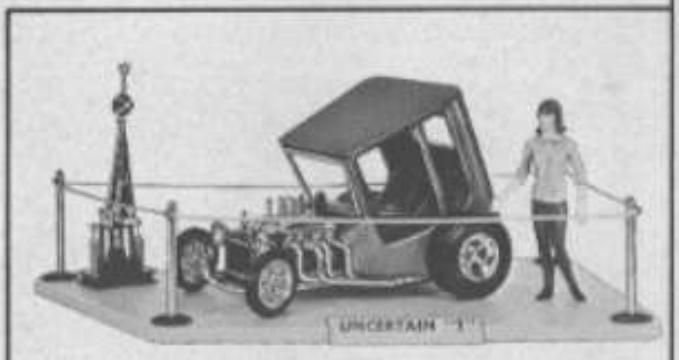
Midget Race Car. Popular version of this high speed open wheel race car. Highly detailed body exterior with rivets and structural lines, front and rear nerf bars, tube axle with radius rods, many chrome parts. **1/24 scale. $1.50**

Chaparral 2D Coupe. A completely authentic kit of this famous sports car. Kit features working spoiler, fully detailed interior with driver figure, clear plastic windows, chrome accessories, decals. **1/24 scale. $1.50**

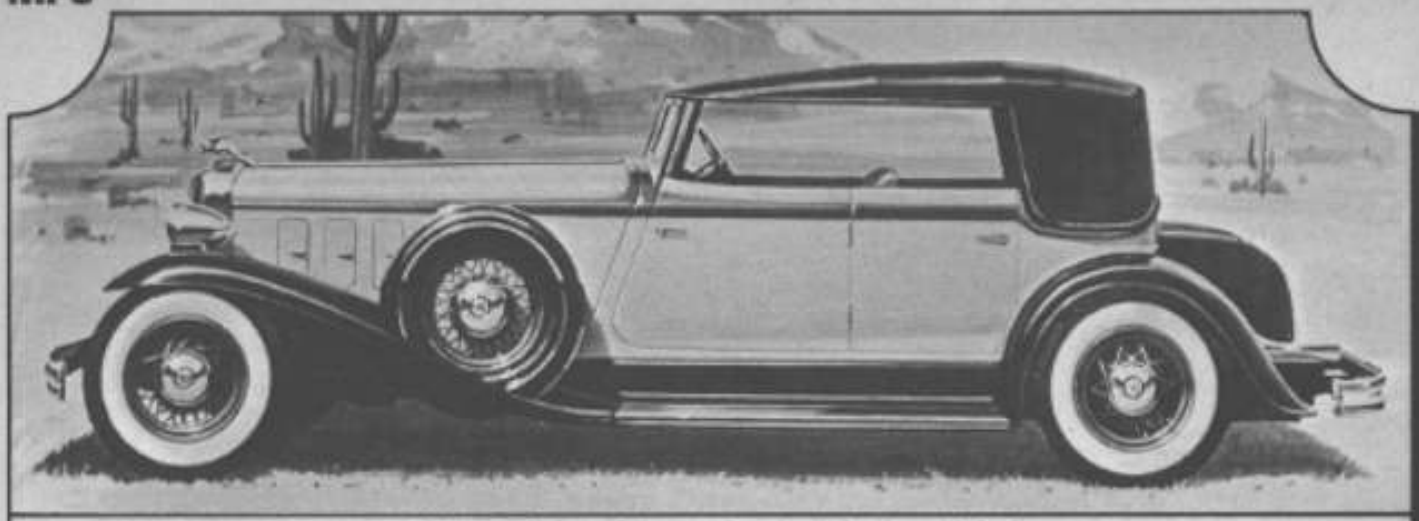
Hurst Hairy Olds. The fabulous drag exhibition car that smokes all four wheels. Detailed 4-4-2 Oldsmobile body, two blown Olds engines, full interior details, vinyl drag slicks, chrome parts, decals. **1/24 scale. $2.00**

Super Modified Sportsman. An exact replica of Don Edmunds Super Modified. This type of car offers high speed racing and excitement. Tube frame, 327 Chevy mill, lots of chrome parts, color decals. **1/24 scale. $1.50**

'41 Lincoln Continental. Kit may be assembled with top up or down with boot, opening hood, detailed V-12 engine, detailed interior with simulated leather uphostery, chrome side trim strips, vinyl tires. **1/24 scale. $3.00**

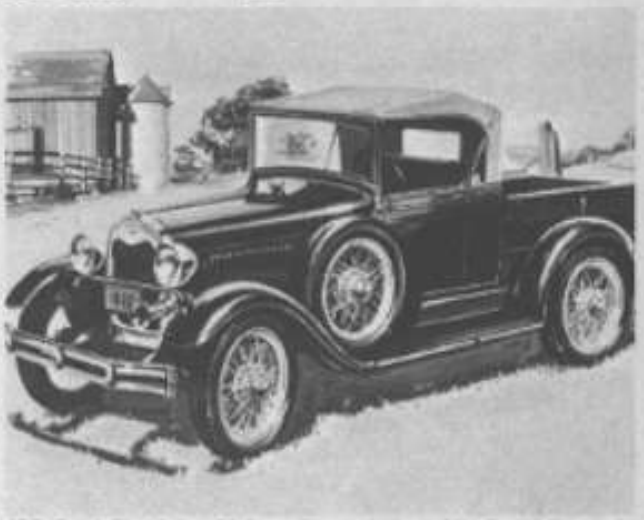


Uncertain "T". Exact duplicate of this top award winning 'rod' show car. Exciting kit features Kooky "T" body, Buick V-8 mill, cycle front wheels, rear slicks on mag wheels, display platform and girl. **1/24 scale. $2.00**



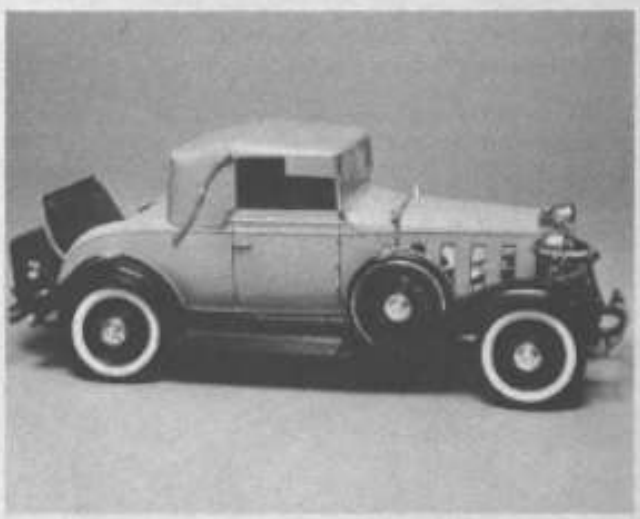
'32 Imperial. One of the top American classics with body by Le Baron. Straight-eight engine, fender mounted spare tires, wire wheels, white plastic whitewalls, steering turns front wheels, top up or down. **1/25 scale.** **$2.00**

'29 Ford Station Wagon. Highly detailed stock or street rod version. Kit features two engines — four cylinder and flathead V-8, five stock tires, four custom tires, turnable wheels, working tailgate, paint. **1/25 scale.** **$1.70**



'28 Ford Roadster Pickup. Three-in-one kit. Build it stock, street rod or drag versions. Four cylinder "A" engine and flathead V-8, 11 tires, customized tonneau cover for truck bed, wire wheels. **1/25 scale.** **$1.70**

'28 Lincoln Phaeton. This interesting kit can be built as gangster getaway car, police car or stock classic. 230 parts, steering wheel turns front wheels, two gangster figures, guns, bullet riddled glass. **1/25 scale.** **$2.00**



'32 Chevrolet Roadster. Beautifully detailed replica of this vintage car. Kit may be assembled stock, custom rod or competition. Features opening rumble seat, steering wheel turns front wheels, two engines. **1/25 scale.** **$1.70**

'68 Dodge Charger R/T. This kit may be assembled stock, custom, drag or NASCAR stocker versions. Custom parts are styled by Dean Jeffries. 426 Hemi engine, clear hood, roll bar, racing decals, chrome parts. **1/25 scale.** **$2.00**

'68 Camaro SS. Top car in the Chevy Camaro line can be built stock, custom, funny car or road racer from this kit. The hard top body features clear hood, extra wide hollow tires, velocity stacks. **1/25 scale.** **$2.00**

'68 Pontiac Firebird. You can build any one of the five Firebird hard top versions plus a road racer and custom car. Two complete engines — OHC six and V-8, wide-oval tires, clear hood, flame decals. **1/25 scale.** **$2.00**

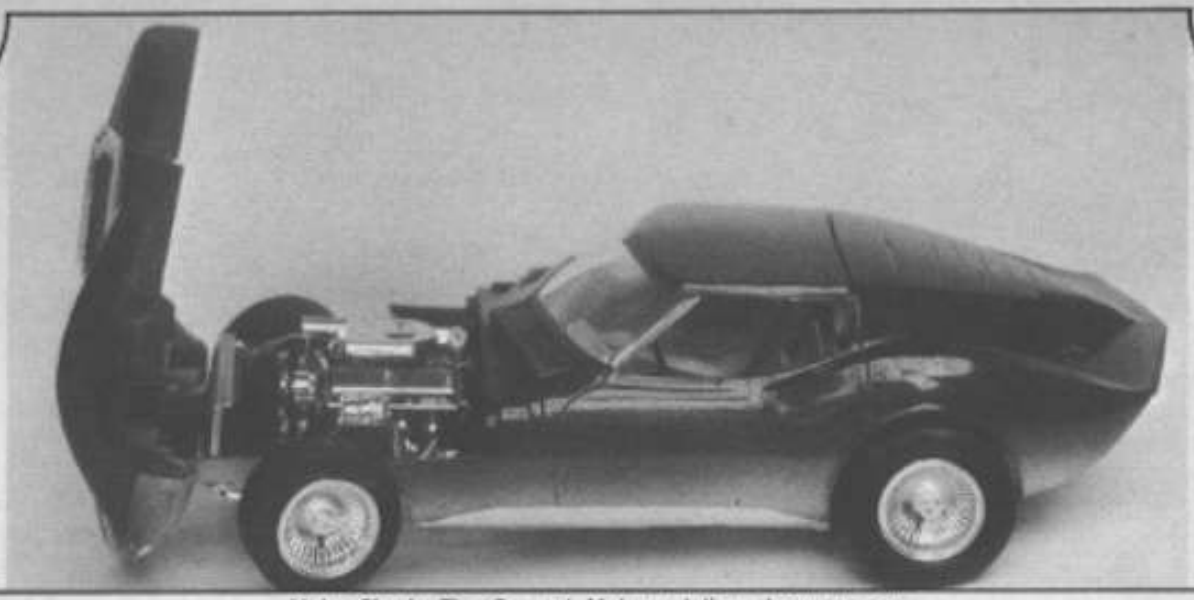
'68 Pontiac Bonneville. This popular hard top can be built stock, custom or funny car versions. Kit features wild psychedelic auto art decal, slicks, roll bar, rear engine funny car set-up, detailed interior. **1/25 scale.** **$2.00**

'68 Toronado. The wild front wheel drive car from Oldsmobile. Kit includes four extra wide hollow baloney tires, detailed front wheel drive setup with Olds mill, psychedelic auto art decal, custom parts. **1/25 scale.** **$2.00**

'68 Mustang. Ford's popular fastback version. Features complete funny car chassis setup with tube axle and jacked-up front end, clear plastic hood, custom parts by Dean Jeffries, drag slicks, decals. **1/25 scale.** **$2.00**

'68 Barracuda. The sleek new fastback from Plymouth. Build it four ways, two complete engines, psychedelic auto art decals, wide-oval baloney tires, chrome wheels, custom and racing parts, decals. **1/25 scale.** **$2.00**

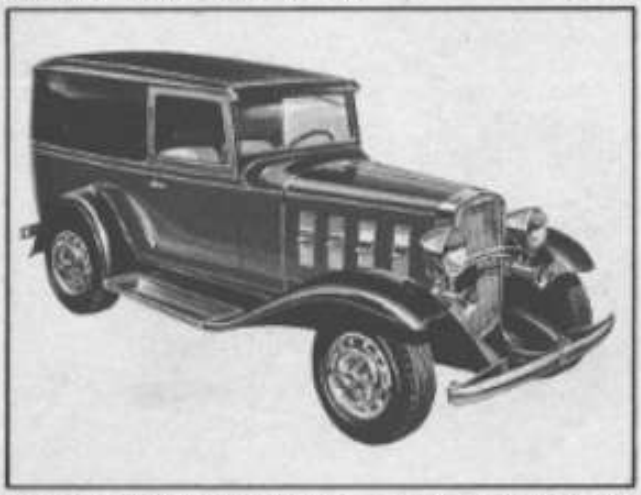
Monkeemobile. Straight from the groovy "Monkees" TV series. The Monkeemobile was created by noted customizer, Dean Jeffries. Kit features three rows of bucket seats, 389 Pontiac mill, Cragar wheels, top. **1/25 scale.** **$2.00**



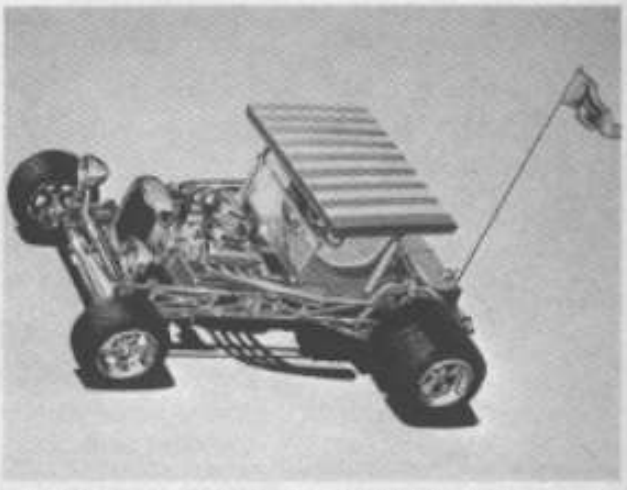
Mako Shark. The General Motors styling show car sensation. Full front end swings open, roof opens, working front end suspension, 427 engine, detailed interior, clear and louvered rear window, trailer. **1/25 scale.** **$2.00**

Color Me Gone. Replica of Roger Lindamood's nationally famous funny car. Full rail chassis, 426 Hemi mill, one piece hollow slicks, roll cage and racing seat, full interior, chrome parts, decals. **1/25 scale.** **$2.00**

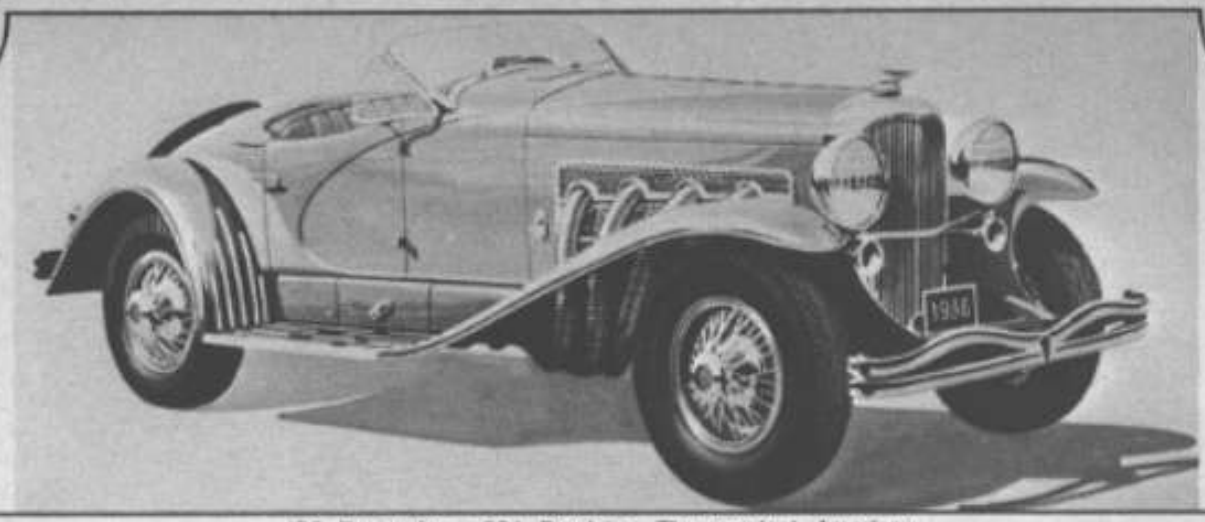
Ford GT MK IV. Fabulous Le Mans winner with clear plastic trailer which also acts as a show case. Opening rear hood, 427 engine, highly detailed suspension, decals. Van includes opening doors, tools. **1/25 scale.** **$3.00**



'33 Chevrolet Panel Truck. Here is a great three-in-one kit loaded with parts. Build it stock, competition or wild street hauler. Six and V-8 engines, opening rear door, steering wheel turns wheels, slicks. **1/25 scale.** **$1.70**

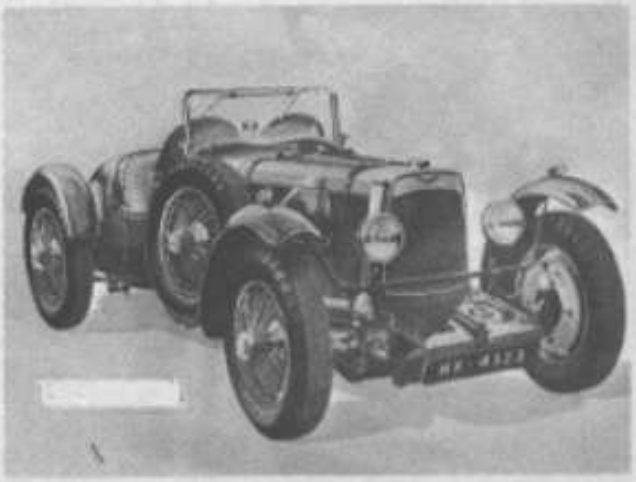


Dune Buggy. Wild replica of this new breed of California fun cars. Kit features tubular rail chassis, Chrysler mill, mag wheels with one-piece hollow tires, many chrome parts, warning flag, roll bar, sun top. **1/25 scale.** **$1.50**

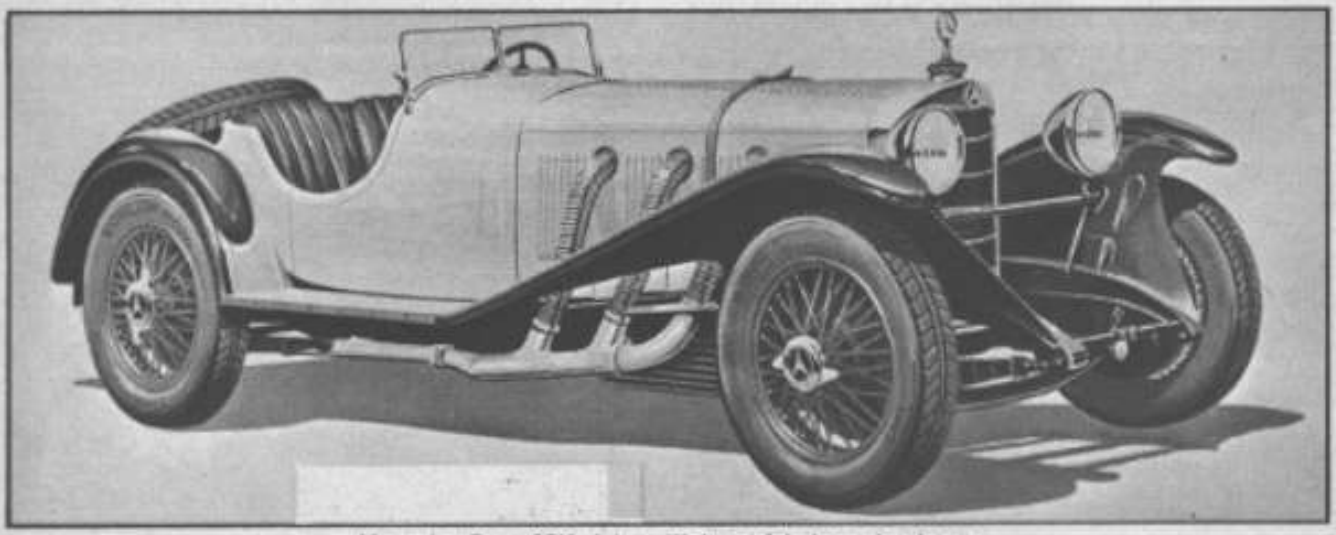


'36 Duesenberg SSJ Roadster. The greatest American classic car. This supercharged version features detailed engine, undercarriage, interior, chrome parts, soft vinyl tires, clear plastic windshield. **1/32 scale.** **$1.00**

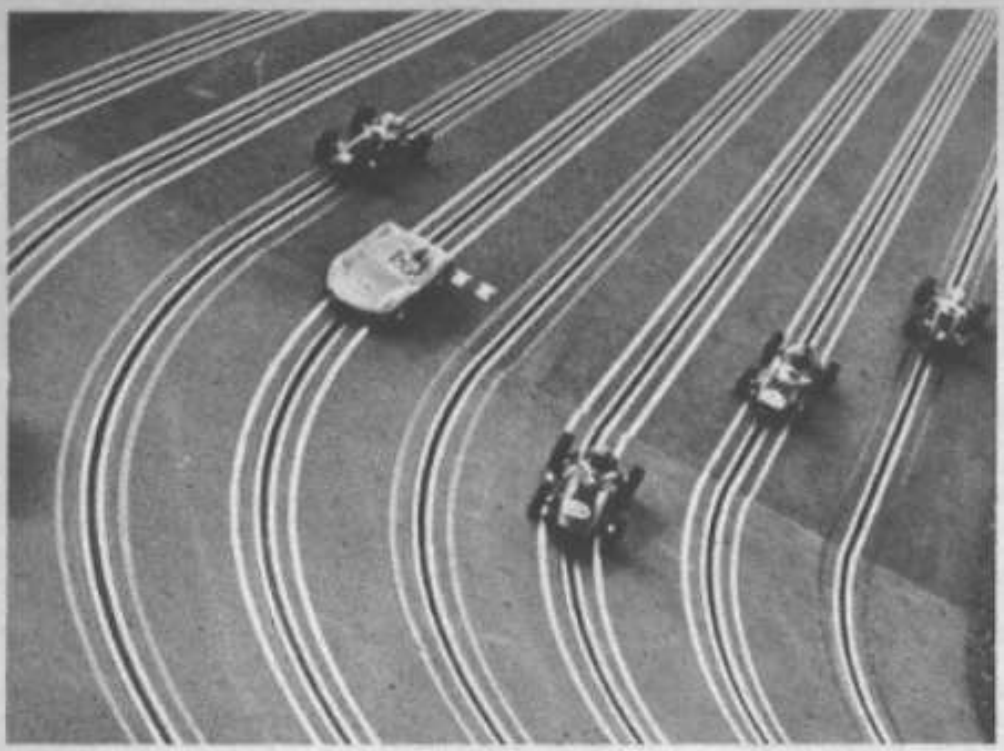
'31 Alfa Romeo. One of the most prized Italian sports cars. Kit features detailed undercarriage, detailed engine, plastic wheels with tread detail, molded in color, chrome parts, clear plastic windshield. **1/32 scale.** **$.60**



'31 Aston Martin. World famous British racing car. Kit features accurately detailed body, engine and undercarriage, clear plastic windshield, chrome parts, tires are molded into wheels, tread detail. **1/32 scale.** **$.60**



Mercedes Benz SSK. A beautiful and fabulous classic car. Highly detailed wire wheels, chrome parts, detailed engine, chassis and undercarriage, full interior, clear plastic windshield. **1/32 scale.** **$1.00**



HOW TO START A CLUB AND KEEP IT GOING

RAYMOND E. HOY

Sure, I'll admit it! It *is* possible to have fun racing model cars by yourself, or maybe just a couple of guys. But chums, the *real* fun comes when you join a club! Club racing is the *only* way to fly!

You say there's no club in your area to join? So start one! It's easy! All you need are a few more fellows like yourself, and the desire.

How do you go about starting a club? Do you have a hobby shop in your town? Okay, you do. That's fine because it really makes it painless. If you don't already know the hobby shop owner, it's about time you strolled in and introduced yourself. Explain to him that you want to start a club, and would appreciate it if you could place a small notice on his counter (or any place where it is prominent) requesting interested parties to contact you. A brief description of what kind of club it is you want to start, and your name and address and phone number, should get things off the ground in a hurry. Now, if the hobby shop owner is sharp, he'll cooperate, especially after you explain that new clubs generate a lot of new business for him!

It shouldn't take long for the phone or doorbell to start ringing. You'd be surprised how many people stroll through a hobby shop in a week, and a lot of them are bound to go for this interesting idea.

What do you do after you've made a few contacts? Well, when you've got enough members to go ahead (I'd say four or more) call a meeting at your house when it is convenient to all concerned. Discussion about how to go about forming a successful club will bring to light the best prospective club officers. Usually the "windiest" guy gets to be president! This fellow, don't forget, will represent your club, so pick the guy with the winningest personality!

Okay, you've got a half dozen fellows, or if you're lucky, maybe more. Let's go! First, it is necessary to set up rules and regulations, after you decide on what scale you want to race. If you're H.O. fans, it's easy to decide what kind of track to build, but if you're fanciers of the two bigger scales, you'll have to decide which scale you want to race in. If you choose 1/24, the 1/32 scale buffs will be unhappy, and vice versa. What to do? Easy, build a track that will accept both scales. Set the slot centers at 3¼" apart, and you'll have a track that will accept any car, from the littlest GP machine, to the biggest stocker.

Before you wince at the thought of trying to dream up a set of rules, let me make a suggestion. Have your club join a national slot racing association. The best one in my opinion, is NAMRA, which stands for North American Miniature Racing Association. The address of this aggressive enthusiasts' organization is P.O. Box 578, Times Square Station, New York City, N.Y. 10036. Membership costs $3.00 a year if you're 17 years or younger, or $5.00 a year if you're 18 years or older. It's worth it fellows, believe me. You get a comprehensive rule book that is a model of simplicity, and your club will profit because the rulebook will eliminate any arguments.

Racing is the name of the game, if you intend to keep interest high, week after week. Set up a schedule of races, and try to hit all classes, to keep the maximum number of club members happy. Some guys may prefer 1/32 Grand Prix cars, others 1/24 stockers, so put the race schedule together in such a way that there is a variety.

After your club joins NAMRA, elect club officers. You should have a President, Vice President, Secretary, and Treasurer. The President, naturally, runs the show, and generally keeps the club going. The Vice President assists the President, and takes over during his absence. The Secretary records all happenings and necessary information that has anything to do with the working of the club's business picture, while the Treasurer, obviously, handles club dues and makes necessary payments.

Which brings us to the financial picture. Any organization needs money to finance projects. A slot racing organization is no different. One of the first business matters to settle is an estimate of how much money it will take to accomplish whatever goals your club has set for itself. Then assess each member accordingly. It is best to set a regular, nominal amount that each member should pay each meeting. If a build-

ing can be acquired to house a club track and meeting place, fine, but don't forget that it takes a pretty healthy membership to finance and pay the upkeep on such an ambitious project.

Start small. If your club decides to build a track, figure the total cost as closely as possible before you start the project, so you won't be unpleasantly surprised after the track is half built, with more expenses than you anticipated. Frankly I'd only consider the renting of a building for the club track after the membership has grown to healthy proportions. Surely one of the members has room in his house or garage for a track, and this wouldn't cost the club anything. However, refreshments should be purchased out of the club treasury, so this individual doesn't get stuck with serving a dozen hungry wolves at each meeting!

The ideal situation is one in which a club has two, three, four or more tracks! This is possible, since each member may want to "go it alone" and build his own track. The club wouldn't have to pay anything for it in this case, yet the track could be incorporated into the racing schedule. For example, the first race of the season might take place at Frank's house, the second at Joey's house, etc.

If you eliminate the expense of building a club track from the picture, the dues can be drastically reduced, or if maintained at the same level, the additional money can be used to buy trophies, refreshments, etc.

How to Run Races Without a Club Track

There is yet a way to hold races for a club, without individual members building a track, or the club erecting a layout. If your local commercial raceway owner is sharp, he'll be very receptive to idea of "hosting" your meets on race night. Just give him plenty of advance warning so he can reserve one entire track for your club. He'll tell you what he'll charge you. Uusually it's just what he would receive if all lanes were full, for whatever length of time your club will use it. And sometimes he will even act as race director, and "call" your race! After all, it's a good deal for him too, since he is sure of having a full track for a certain length of time. The payment for the track can come out of the club treasury. Your club can therefore run on a deluxe, high-speed track in privacy (since no other customers can use your "rented" or reserved track) without driving a single nail or picking up a router! Think it over. A lot of sharp clubs are already doing this. You owners of commerchial shops might want to think this over too, and display a sign and get the ball rolling.

How to Run Your Races

I get many letters asking how to actually stage a race. The NAMRA rulebook completely explains car classifications, and specifications for car and track, so I won't go into that. However, here's an excellent method of actually running the race proper. I have lifted heavily from the H.O.C.C.I. (H.O. Competition Cars International) rulebook, since these people have a very good set of common-sense rules for their H.O. association, and they'll work equally well for the bigger cars.

Race Program Procedures

A typical event should be held in the following manner:

1. Registration of Entrants
2. Technical Inspection
3. Concours d'Elegance
4. Qualifying Heat Race
5. Consolation Race
6. Semi-Main Event
7. Main Event

Registration of Entrants:

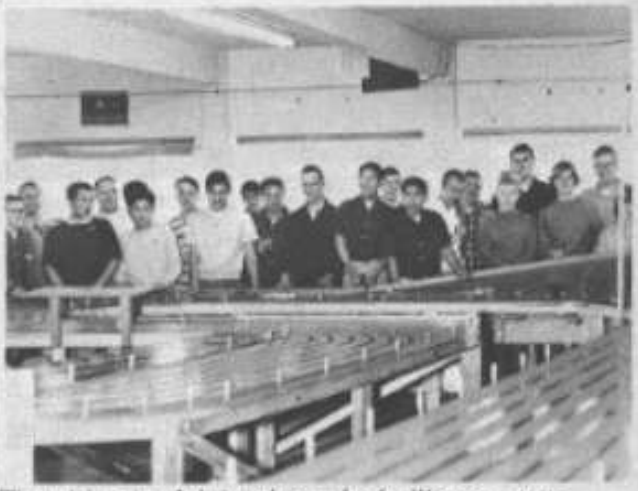
The registration of car and driver is the first order of business. Club events usually require approximately 20 minutes for registration. Any entry fees (if required) must be paid at the time of registration.

Technical Inspection:

The next order of business is the inspection of all cars by the Technical Inspector(s). It is their duty to see that each car complies with the NAMRA car regulations. If the car fails the examination, it will be returned to the owner/driver immediately. At that time he will be advised why the car was declared illegal. He can then perform any changes necessary on the car and resubmit it before Technical Inspection closing time. If the car still does not pass, the entry fee will be returned to the driver or owner of the car, and the car disqualified. Once the car has been inspected and passed, no modifications or alterations may be made to it, before it is driven in competition. If any alterations are made, the contestant will be immediately disqualified.

Concours d'Elegance:

Following the Technical Inspection, the Concours d'Elegance judge(s) shall inspect each car and award it points in accordance with the following rules: 1 to 5 points may be awarded upon the general appearance of the car. 1 to 5 points may be awarded for cleanliness



The ultimate club track can be built as a group effort, and placed permanently in a rented building, like this one.

of the car's chassis and running gear. 1 to 5 points may be awarded for the addition of exhaust pipes and numbers. Both items must appear on the car to qualify for these points. 1 to 5 points may be awarded for having a detailed and painted cockpit interior. 1 to 5 points may be awarded for the quality of the body paint work.

It is possible, therefore, for a contestant to accumulate a total of 25 points in one Concours d'Elegance. After a car has been judged, no alterations may be made to the car before it is driven in competition. If any alterations are made, the contestant will be disqualified or penalized a number of laps as determined by the Race Director.

Qualifying Heat Races:

Each driver will race in one qualifying heat. The heat shall consist of five minutes driving time on each lane of the track. The lanes will be assigned prior to the race by the Race Director. At the end of each 3-minute race, the power is shut off and the total laps that show on the counter for each lane are recorded, plus the number of sections that the car as gone past the starting line.* Example — If the power shuts off

and the car stops on section number 7, add the number of laps on the counter to this. However, if the counter shows 20 laps, do not add the 7 sections to the 20 laps and make it 27 laps. Write it down as "20 laps and 7 sections." The car will now be placed on the next higher numbered lane (if you started on lane 1, go to lane 2, etc. The car on the last lane will go back to lane 1). and race for another 3 minutes, etc., until all drivers have raced on all lanes for 3 minutes each.** When this occurs, it is the end of one heat. Total the laps and sections for each driver. The fastest group of drivers will run in the main event, the second fastest in the semi-main, and the slowest in the consolation race. Each driver therefore, gets a chance to race two times, regardless of his skill. First in the heat race, then in whatever race he winds up in — the Consolation, Semi-Main, or Main Event. The only difference is the length of the races.

Consolation Race:

This race will be held exactly the same as a heat race. Lanes will be assigned by the Race Director. The only exception is the drivers shall run for 5 minutes before the power is shut off. The laps and sections are then totaled and the cars advanced to the next lane. At the end of the race the sections and laps are totaled to find the winner:

Semi-Main Event:

This race will be held exactly the same as the heat and consolation races, except the racing time will be extended to 7 minutes for each timed portion.

Main-Event:

This race will be held exactly the same as the previously mentioned races, except the time limit will be extended to 10 minutes on each lane. At the end of the race, the driver with the highest total number of laps and sections is the winner, the next highest the second place winner, etc.

It is evident that there is no need to have a track with equal lap lengths, when the races are held in this manner. Each driver gets to race on each lane an equal number of times. Therefore, no one has an advantage. The track can be any configuration that the builder wants.

The above method of running a race offers each driver a chance to race in two races, no matter how good or bad he is. The only difference, as we stated, is in the length of the race. A driver who consistently ends up in the Consolation race, or Semi-Main, always works toward making the Main Event, so interest remains high.

A lot of clubs skip the Concours event, and I feel it is wrong! A special trophy should be given for Concours, to encourage better building and detailing habits. The entire club will take more pride in their cars, if a Concours events is incorporated into each race.

RACE OFFICIALS

A successful and smooth-running race program requires responsible race officials. Each race will be conducted by the following officials.

RACE DIRECTOR

The absolute authority on all matters of conflict at a race event. He shall appoint the technical inspection crew, Concours d'Elegance judge, and turn marshals. It is the race director's responsibility to enforce all rules and regulations relating to the race.

* Divide the track into equal parts, and paint a thin line across the track at the individual division points. Number them consecutively. For instance, if the track is 60' per lap, in length, and you want to divide it into equal parts (we recommend about 3 feet for each part) draw a lane across the track every 3 feet. Number each section starting at the start-finish line.

** The length of the driving time on each lane is left to the discretion of the Race Director. The times quoted here are only recommendations. However, it must work out so each driver gets to drive on each lane for an equal amount of time, to make it fair.

TECHNICAL DIRECTORS

There shall be one or more technical inspectors, whose responsibility shall be to inspect all contestants' cars prior to a race. The inspector(s) shall be appointed by the Race Director.

CONCOURS d'ELEGANCE JUDGE

There shall be one (or more) judge(s) whose responsibility is the close inspection of all contestants' cars entered in the Concours d'Elegance. They shall use the point system listed under the "Concours d'Elegance" section.

TURN MARSHALS

Individuals whose job is to replace a deslotted car one the raceway, in the area assigned to him by the Race Director. The number of turn marshals and their positions are left to the discretion of the Race Director, but there should be as many as necessary to "cover" all hazardous locations on the course. The job of corner marshal is usually filled by drivers who are not actually driving at the moment. Therefore, each driver will get a chance to turn marshal, one or more times during the race.

HOW TO SET UP A SCORING SYSTEM

Trophies should be awarded periodically to the highest placed drivers and Concours winners. The actual period of time involved should be left up to the club members. A good length of time, if your club races once a week, would be every eight weeks. The crowning of a Champion at the end of the eight-week period would be looked forward to by all, and maintain high interest.

It's possible to have a club without having a track too, as explained in the story. Merely "lease" a track at your local raceway, for one evening! It's not as expensive as you think! The hot racing will draw a lot of onlookers, which will add to the excitement of this "big time" club racing.

The following points shall be awarded to a driver at the end of each Main Event. Points to be awarded *only* in the Main Event.

First place — 8 points
Second place — 7 points
Third place — 6 points

Fourth, etc., down to last place, shall be awarded five, four,three,two,and one point.

Separate champions should be crowned in each category. Therefore, it is possible for one driver to win several championships if he is equally as skilled at driving a stock car, as he is a Grand Prix car, for example.

* * *

The information you find here should get you well on the road to having a successful club. Club racing is epitome of racing. You'll enjoy the thrill of competition and good companionship. Club racing is what slot racing is really all about! ■

slot cars

There's a bit of race driver in all of us, let's face it! Well you can let that submerged frustration bubble to the surface friends, because model car racing, popularly known as "slot racing" allows you to race the car of your dreams, in complete safety!

Want to take a screaming Ferrari Grand Prix car to the limit of adhesion, with the finesse and precision of a Jimmy Clark? Well do it! But do it in the safety and comfort of your basement or garage, on your own specially designed home racing set.

Home racing sets are the most popular because you can get your friends together for the fun at most any time. As interest grows in your neighborhood, you can add on to your layout from the many accessories that are available. With these accessories you can design your own layout or duplicate any one of the famous race courses in the world. If you mount your layout to a permanent table, you can have lots of fun adding scale scenery, grandstands, pits, track buildings and figures. Involve your club or neighborhood friends in these projects and you'll have hours of fun together, and it's surprising what just a little imagination will do for your track's appearance.

Cars included in sets usually have excellent detail and run well, however, you can still super-detail the body if you want to. There are also many small things you can do to tune-up the motor for better performance. Additional cars can be purchased or you can build your own if you so desire. Hobby shops have all kinds of spare parts and accessories to choose from.

Another phase of model car racing involves running your car at a raceway center. Generally, home set cars and controllers can not be used at a center. At a racing center, tracks go up to 220 feet in lane length (1/24 scale mile), cars are scratchbuilt, kit-built or purchased ready-to-run for greater speed and controllers are heavy duty as compared to the home set type. Racing centers offer you lots of competition and excitement because up to eight people can race at one time.

The most popular car scales in home sets are HO (1/87), 1/32 and 1/24 and prices can range from $17 to $110. Cars used at raceway centers are 1/32 and 1/24 scale. Racing car kits cost from seven to twelve dollars and ready-to-race cars can cost up to fifteen dollars. You'll find the better ready-to-race cars have more powerful motors, ball bearing wheels and rear axles, sponge tires and lightweight frames.

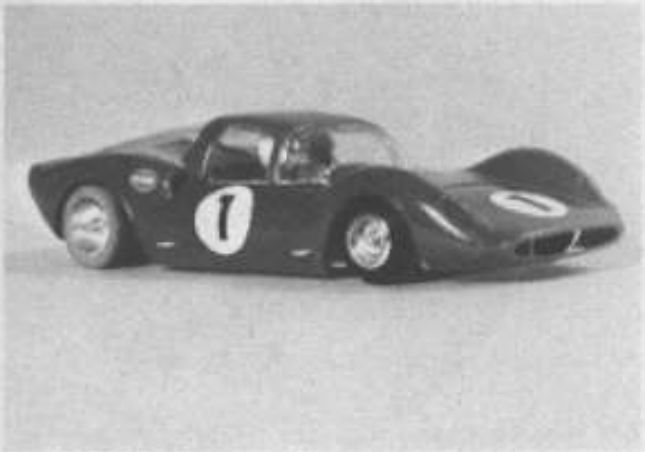
Model car racing can be fun or highly competitive, and if you've ever dreamed of building a superfast racing car, here is your chance to combine motor, chassis and body into a good running machine. In model car racing, your only limitations are your ability and imagination. ■

BUZCO

Instant Handle. Tire dressings have always been a controversial subject for slot racers. But if you want a tire dressing that keeps them smack on the track try Instant Handle, it'll do just that. **$.98**

Hand Controller. This hand controller is injection molded in high impact plastic. It can be operated with either forefinger or thumb and is very smooth. It's ideal for raceway use, equipped with a 10 ohm resistor. **$5.50**

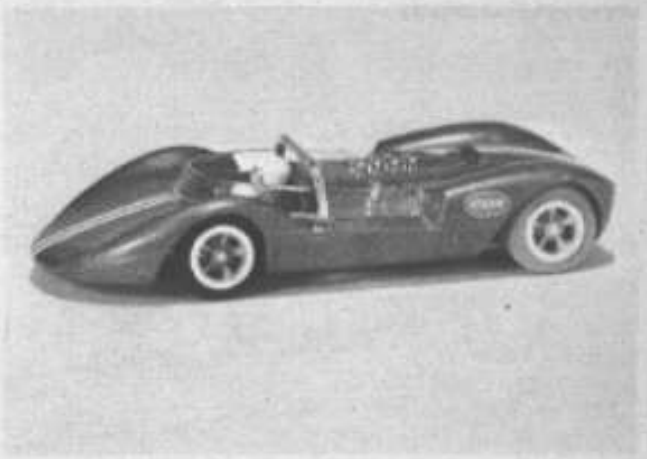
COX



Ferrari GT. This is a ready-to-race car injection molded in high impact styrene. Features stamped aluminum chassis, sponge rear tires, speed profile front tires, needle bearings, high rpm motor. **1/24 scale.** **$13.98**

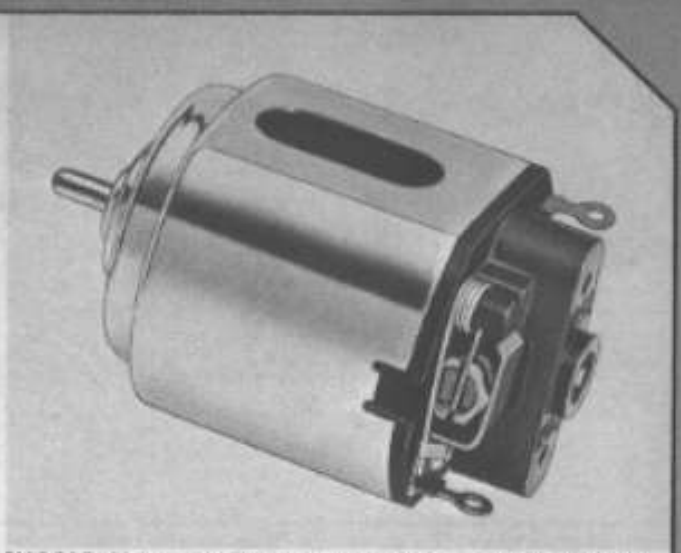
Chaparral 2-E. One of the most exciting ready-to-race models. Rear spoiler actually operates as car slows down and accelerates. Aluminum chassis, 50,000 rpm motor, swing arm pickup, sponge slicks. **1/24 scale.** **$12.98**

LaCucaracha. This special ready-to-race is only three ounces light and one inch high. Full needle bearings, sponge tires, aluminum chassis, high rpm motor, cow-catcher nose keeps car in slot. **Length 6½".** **$12.98**



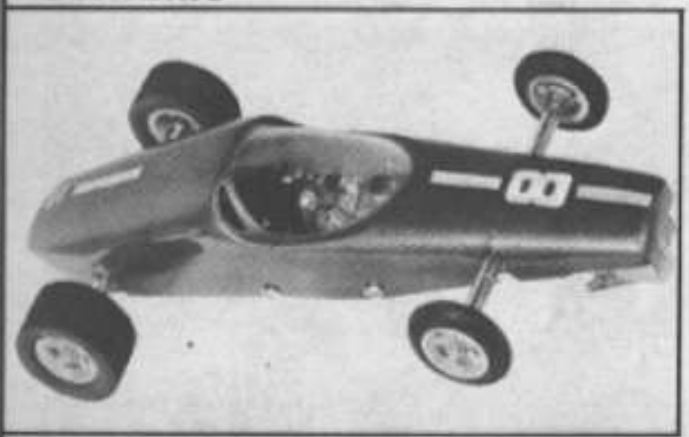
Li'l Cucaracha. A ready-to-run that can be used on large raceway center tracks or home layouts. Self centering guide, low profile, supersoft sponge rear tires, polypropylene body, mag wheels, driver. **1/32 scale.** **$9.98**

Mark 7 Controller. Four adjustable resistance settings — 5, 7½, 10 and 15. Includes coil wound cord, circuit breaker burnout protection, dynamic braking, pistol grip, dual connectors — jack and clips. **$14.98**



NASCAR Motor. Available in two sizes — large 32,000 rpm and small 40,000 rpm. Features high torque, chrome case, cooler running, balanced armature, tachometer tested for maximum performance. **$4.00 and $3.00**

DYNAMIC



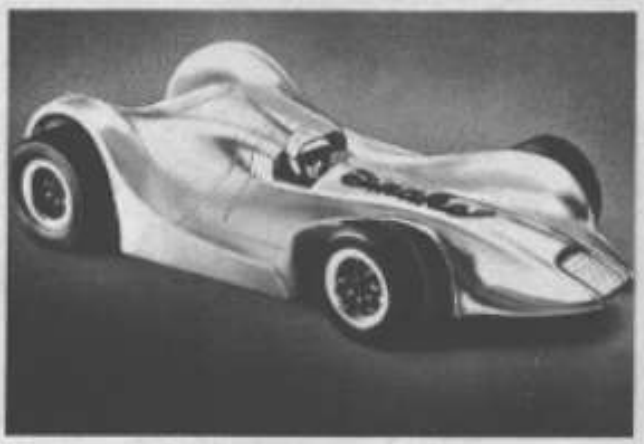
Super Bandit. This ready-to-run sets a fast pace with its rewound motor. Features aluminum frame with swing pickup, pre-painted vacuum formed body, aluminum wheels, sponge slicks, racing numbers. **1/24 scale. 16.95**

IMC

GTX Race Car Carrier. Go model car racing the easy way with a race car carrier designed just for the model racing fan. Case holds cars, controller, oil, 11 plastic containers each removable, molded in polypropylene. **$6.95**

MONOGRAM

Midget. Very highly detailed and lots of fun to run on any size track. Features husky nerf bars, lightweight brass chassis with swing pickup, driver figure, decals, high traction tires, high rpm motor. **1/24 scale.** **$8.00**



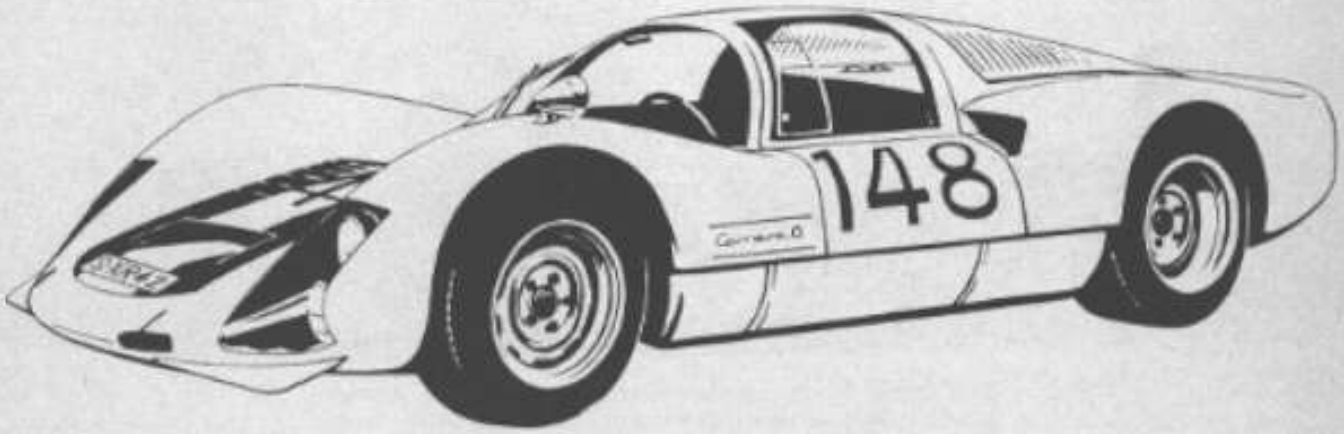
Snake. Here is a ready-to-run car for the hot shoes. Eight volt high rpm motor, lightweight aluminum chassis with weighted swing pickup, sidewinder mounted motor, factory trued sponge slicks. **1/24 scale.** **$12.00**

Lola T-70. This highly detailed kit features a brass frame with swing pickup, inline mounted eight volt high rpm motor, driver figure, decals chrome parts, good for home race sets and raceway centers. **1/32 scale.** **$7.00**

Le Mans, Watkins Glen, Indy Lotus, Sebring, Riverside, Road America. The Le Mans set is a 1/32 scale set with a layout 6' 2-9/16" x 2' 8-9/16". Cars are Ford GT and Ferrari 330P/LM. Features high rpm motor, Nylatron axle bearings and crown gear, power pack, two controllers, guard rail with apron. Watkins Glen is a 1/32 scale set measuring 4' 9" x 2' 7-3/4". Cars are Lotus GP and Ferrari GP with low center of gravity, high traction tires. Track includes power pack, two controllers, cross-over track, guard rail and apron. Indy Lotus set is a 1/24 scale set measuring 6' 8⅛" x 2' 7¼". Features two Lotus 38 cars, power pack, two controllers, inside and outside aprons, high rpm motor, aluminum frames and wheels. Sebring road race set is 1/32 scale and features a four lane track measuring 12' x 6' 2". Cars are Ford GT, Ferrari 330P/LM, Lola T-70, Chaparral II and all feature Nylatron rear axle bearings and crown gear, high rpm motors and low center of gravity. Track includes power pack, four controllers, chicane, bridge cross-over. Riverside is a 1/24 scale set measuring 13' 5½" x 5' 6⅞" and comes complete with 12 volt, two amp power pack, chicane, bridge cross-over, inside and outside guard rail apron. Cars are McLaren-Elva and Chaparral II. Road America 1/32 scale layout measures 7' 11¼" x 3' 8¼" and features chicane, power pack, two controllers and two cars — Lola T-70 and Chaparral II. From Left to Right: **$45.00, $35.00, $55.00, $100.00, $80.00, $55.00**

MRC

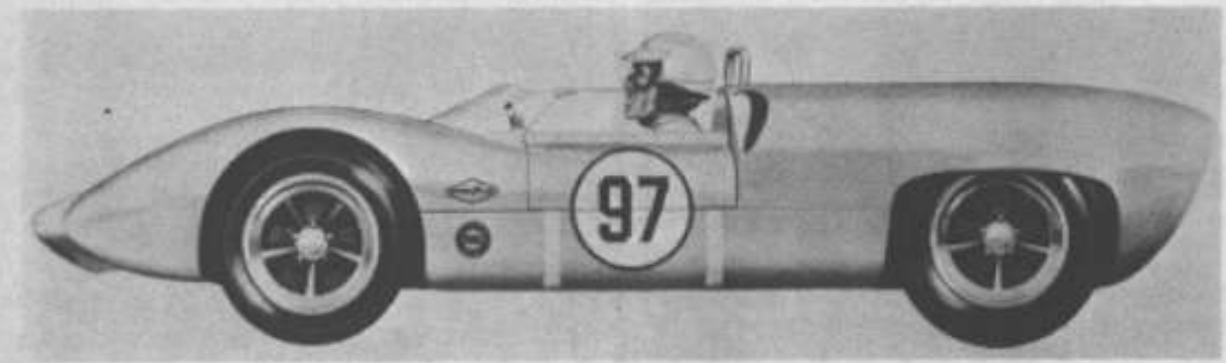
Endura Varipower Controller. Fully adjustable resistance from 5 to 15 ohms. Very smooth operation, overload warning light, automatic circuit breaker, coiled cord with three connector plug, vented case. **$11.98**



Porsche Carrera 6. Ready-to-race with a hot Mabuchi FT-26D motor mounted sidewinder in a cast aluminum frame. Motor, drive train and rear axle is spring mounted from the frame, injection molded. **1/24 scale.** **$13.98**

Chaparral II. Detailed version of this famous car includes brass inline chassis, high rpm motor, aluminum wheels, chrome trim, racing decals, driver figure, high traction tires, sintered bronze bearings. **1/32 scale.** **$7.00**

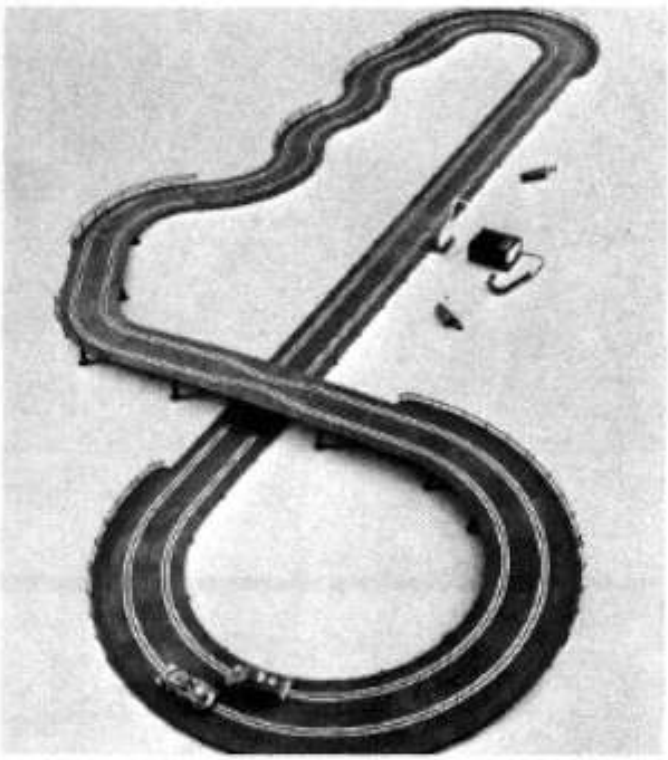
'67 Mustang. This is a ready-to-run car for home race sets. Features one piece body with chrome trim, driver figure, Delrin chassis with swing pickup, clear plastic windows, Delrin crown gear, decals. **1/32 scale.** **$6.00**



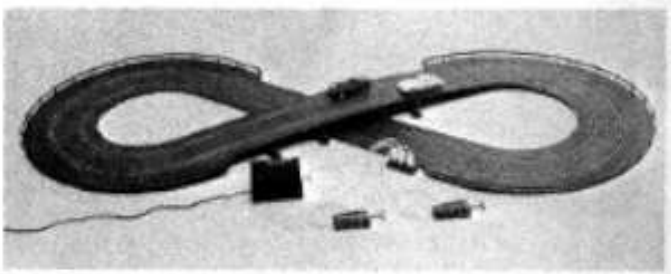
Cooper Cobra. This kit racing car features lightweight brass inline chassis, sintered bronze bearings front and rear, aluminum wheels, high impact styrene body, detailed tires, stainless steel axles, driver. **1/32 scale.** **$7.00**

'67 Camaro SS. Pre-assembled ready-to-race home set car. Includes Delrin chassis and crown gear, one piece body, driver figure, chrome accessories, swing pickup, decals, clear plastic windows. **1/32 scale.** **$6.00**

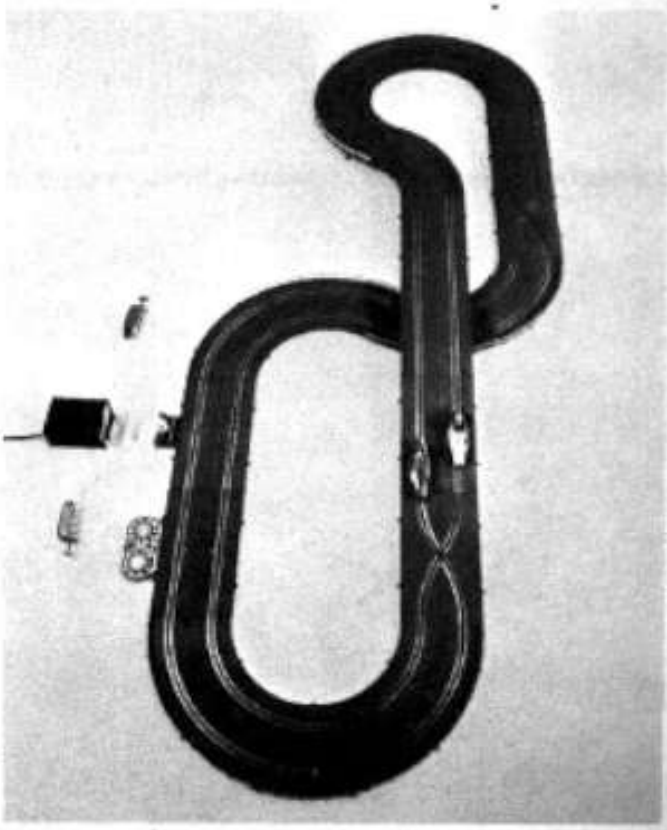
Ferrari Squalo. Ready-to-race on any 1/24 home track layout. Features high rpm motor, one piece body, Delrin chassis and crown gear, swing pickup, aluminum wheels, trued sponge rear tires. **1/24 scale.** **$6.00**



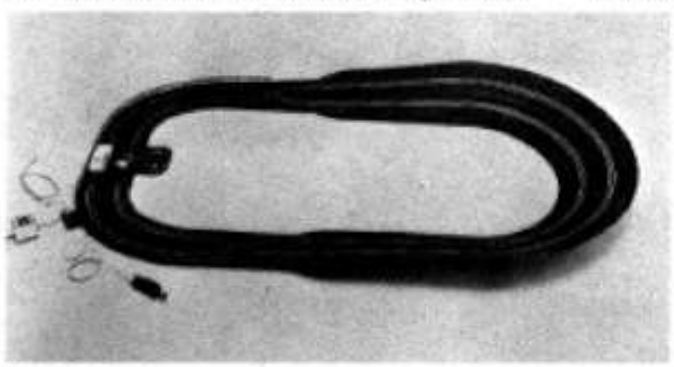
Atlantica. Combination road and high speed course. Features fenced spinout aprons, powerpack and hand controllers, two ready-to-run cars — Aston Martin DB-5, Mercedes Benz 300 SL. The 1/32 scale set measures a big 7' x 13'. **$65.00**



Gran Turismo. Basic figure eight with cross-over bridge. Set comes complete with power pack, two hand controllers, spinout apron with fence, modular bridge piers, Ferrari 250 GTO and Corvette Sting Ray. This 1/32 scale set builds a layout 3' x 6'. **$45.00**

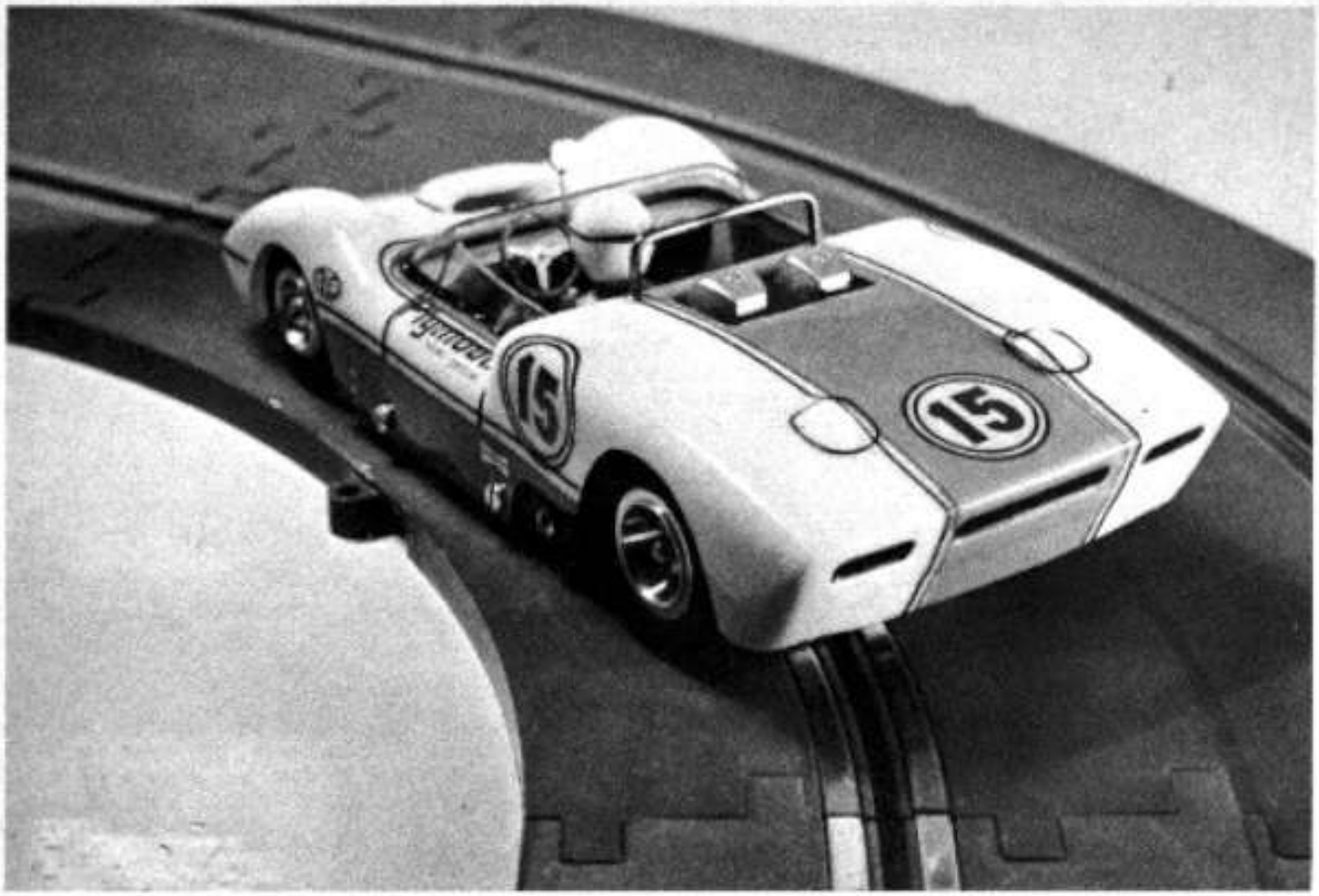


Grand Prix. Big high speed course with two lane changes, lap counter, crash fences, power pack, two hand controllers, with quick plug-in terminals, easy snap together track and two 1/24 scale Ferrari Squalo cars. This layout measures 3'6" x 8'. **$45.00**



Rebel 400. Here is a high speed thriller for wild stock car action on the big bank. Set features smooth transition into high bank turn, two lane changes, crash fence, lap counter, power pack and two hand controllers. Two 1/32 scale cars — Mustang and Camaro. **$45.00**

TESTOR



Plymouth Hemi Special. Powered by a Mabuchi 36D motor this ready-to-race is for raceway center use. Lightweight vacuum formed body fully painted and detailed, driver figure, aluminum chassis, trued slicks. **1/24 scale.** **$12.98**

TYCO

International Grand Prix. This HO layout makes a race course 39" x 48" and includes power pack, two hand controllers, spiral tier, lane changer, chicane, lap counter, jump track, BRM and Lotus cars. **$39.98**

Thrills 'N Spills. Here is an exciting HO layout that measures only 30" x 36" and includes power pack, two controllers, road crossing, lane changer, jump track, obstacle hazzard, Corvette and T-Bird cars. **$24.98**

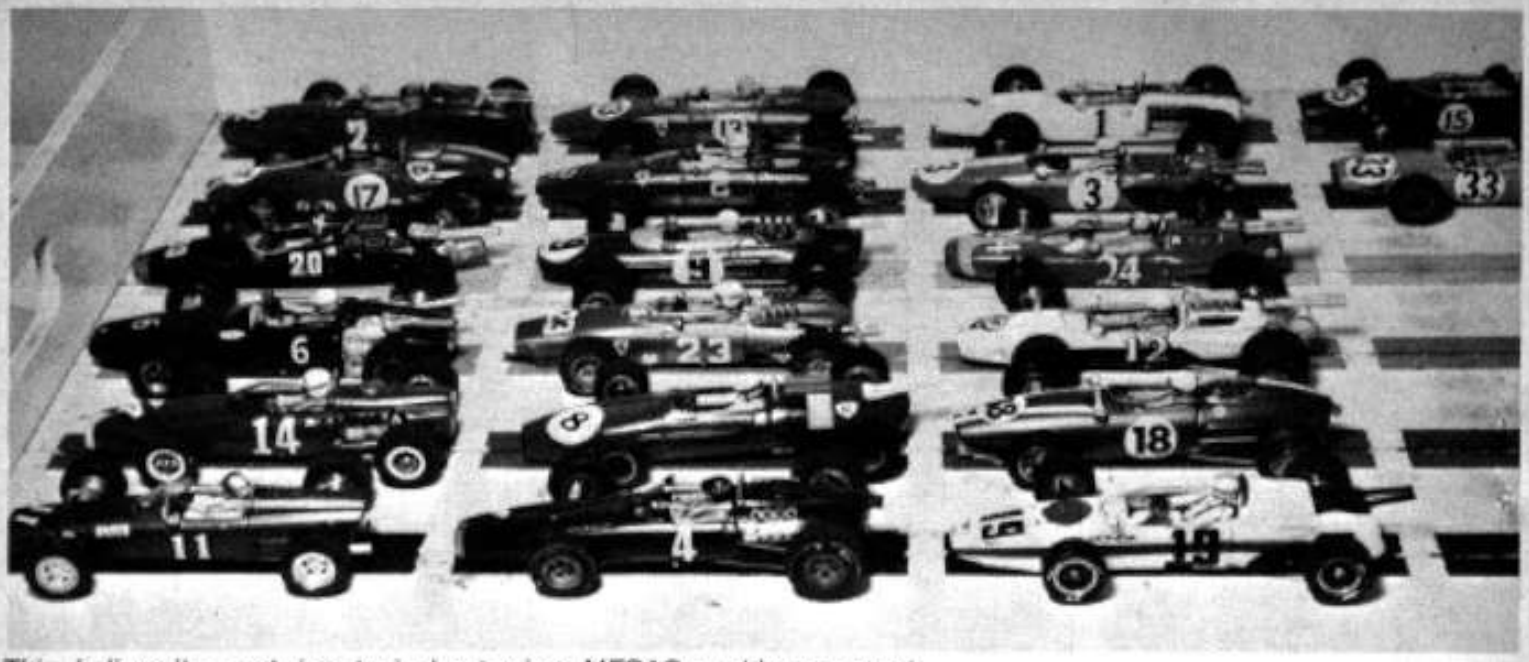
CONCOURS

THE MESAC WAY

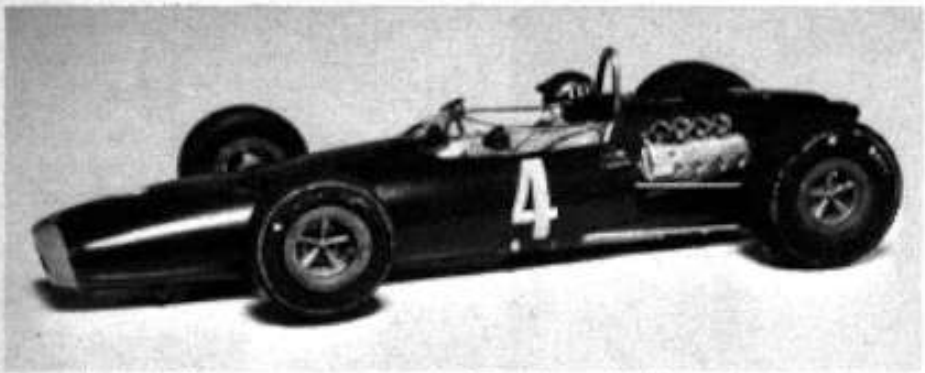
by ROBERT SCHLEICHER

We've all seen, or read about, the really tight competition at the XYZ Raceway, or the PQR Racing club. We've also heard about the ultra-detailed cars at such-and-so's car contest. Few clubs, outside of the hallowed halls of the midwest, have the really fierce competition in BOTH racing and concours that the Southern California MESAC club has at their *weekly* meets. If you haven't seen the photos of this huge club track, we'd recommend you pick up a copy of the MC&T 1966 Model Car Racing Handbook — this volume contains full color photos and plans of the track. The 24 members of the MESAC club hold realism and detail foremost at all of their races, but *not* at the sacrifice of speed. With some ten years of model car racing under their belts, the members of the Miniature Electric Scale Automobile Society (that's MESAC, for long) have tried and rejected more concours ideas than most of us will ever think of; so, their system should be worthy of consideration for any club.

There are two keys to any successful concours program: the majority of the club members must *want* some form of appearance-oriented competition, and *all* must fully understand just exactly what the club's system is, what gains or loses points, etc. MESAC has added one other time-saving factor — only *one*, elected, member has the duty of judging the concours. Normally this is done by a committee — at least in all the systems we have heard of — and the resulting hassles, between the committee members, over who has won and who has lost, can often take up more time than the racing itself. This idea, alone, is worthy of con-



This, believe it or not, is a typical entry in a MESAC weekly race meet. This club varies its classes and alternates between 1/32 and 1/24 scale, but the cars **always** look this good. Any one of these 20 cars would win most concours events, but, here 19 of them were losers! Strangely enough, the vast majority of the cars would show their heels to any car on a commercial track. Club members are experienced, dedicated group of both real and model car enthusiasts.



The winner of the concours, at one of Southern California's best clubs, is this 1966 BRM 3 liter GP car. Member Sam Rosen, is the talented builder. The club races both 1/24 and 1/32 scale cars, in every conceivable class — this one is a 1/24 scale GP class. The body is a clear plastic Shark version of a 1965 BRM updated, through the use of plastic display model parts, to a 1966 car.

Second place, to Rosen's BRM, was this 1965 BRM with the short nose the real car had at the Monaco Grand Prix. Jim Snyder "did" this one, again from a clear plastic Shark body, this time with a modified nose section. Note the suspension and tire detail that is necessary to even place second at this clubs' concours!

sideration. The "select" club member could be varied, or he could serve time-after-time, as long as the majority of the club members were satisfied with his qualifications, and were willing to accept his judgement. It just could be that only *one* of your club members is willing to stand the invisible pressure from the other members, that such an office can bring.

At MESAC, the president and general manager have a final veto over the chief concours judge's selection, but their veto power has never been used — the members seem to always agree, at least in the majority, with the concours judge's selection of winners. For the past few years, Mr. Chuck Hooton has been in charge of the concours judging at the MESAC club, and it speaks well of his ability that the club has seen fit to accept his opinion for so long a time.

The primary objective of the MESAC club has been realism and detail, from the moment the group was conceived, so, all of the club members were 100% for some form of well defined concours contests at every race. This could be the first, of many points that your group might question. Perhaps you'll want only a monthly concours event, or perhaps only at race meets that are of major importance. In any case, talk it over with the whole club and decide at the very start when you want concours competition and when not.

The next order-of-business, in setting up a concours program, is to determine what points of detail you want to have included in your events. Do you, like MESAC, want

The top three concours cars at a MESAC concours last December. Number 4 BRM placed first, includes detailed engine heads and exhaust. Number 11 was second, even though it also had a full driver figure, detailed suspension and treads on the tires! The number 19 Honda placed third.

MESAC CONCOURS/TECH INSPECTION

CAR NO._____ DATE:_____

CLASS: A B C TYPE: SC GP

MODEL:_____

AREA I TECH INSP

POLARITY ..... ☐		WEIGHT ..... ☐	
CAPACITOR ..... ☐		NUMBERS .... ☐	
WHEELBASE ..... ☐		DRIVER ..... ☐	
TRACK .... F ☐ R ☐		WINDSHIELD .. ☐	
WHEELS ... F ☐ R ☐		GRN CL'RANCE ☐	
TIRES .... F ☐ R ☐		GUIDE DEPTH . ☐	
BODY DIMENSIONS ☐		TOUCH & ROLL ☐	
NO CORRECTIONS REQ'D 2 POINTS ..... ☐			

TIRES: TREAD DETAIL ..	0	2	3	4
SIDEWALL	0	3	4	5
WHEELS: BASIC DETAIL .	0	3	4	5
ATTACHMENTS ...	0	2	3	4

SUB TOTAL (20)_____

AREA II GEN APPEARANCE

BODY FINISH	5	8	10	15
DECALS & STRIPING	1	2	3	5
GEN HARDWARE	0	1	2	3
MIRRORS	0	1	2	3
WINDSHIELD	1	2	3	4
LIGHTS (LENS & HWD) .	0	1	2	3
AIR INLETS & EXITS	1	3	4	5

SUB TOTAL (38)_____

AREA III SPECIAL DETAILS

EXHAUST SYSTEM	0	4	6	8
FRONT SUSPENSION ...	0	2	3	4
FUNCTIONAL	0	1	2	3
REAR SUSPENSION	0	2	3	4
FUNCTIONAL	0	1	2	3
COCKPIT GEN	0	1	2	3
SEATS, FLOORS PNL..	0	1	2	3
INSTRUMENTS & HWD	0	1	2	3
STEERING WHEEL	0	1	2	3
DRIVER GEN	1	2	3	4

SHOULDERS .1 ARMS 2

WAIST .....3 LEGS 4

SUB TOTAL (42)_____

TOTAL CONCOURS/TECH INSP POINTS (MAX 100)_____

to combine the Tech Inspection — for compliance with the barest minimum of rules — with the concours? Here is where the rules of your club must be well defined so that all will know the minimum number of items that are necessary to race with your group. Does your club, for example, have an established minimum ground clearance, or a set tolerance on wheelbase, track width, tire size, body dimensions, or other dimensions that can be compared to the full size cars? Are racing numbers a requirement? Or, how about a driver, or windshield, or exhaust pipes? All must be decided upon and included, or not, in your concours specifications.

If concours competition gets rough, like it has been at MESAC since their inception, further detail points may need to be considered. The check list that is currently in effect at the MESAC club is reproduced here to give you an idea of what they consider important. In addition to all of the items mentioned so far, this club includes such things as tire sidewall and tread detail, mirrors, suspension details, and the other items listed on their "Concours/Tech Inspection" form. Look this list over, with all of the members of your racing group. Any club would be proud to claim the cars shown here, but few could come even close to the high overall level of perfection that *all* of this club's cars have achieved. The old timers in the club claim that their strict concours rules have been the prime factor in inspiring all of their members to build such highly detailed models. There's something for you to think about. Maybe an efficient concours system can upgrade the appearance of every car in your club. ■

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